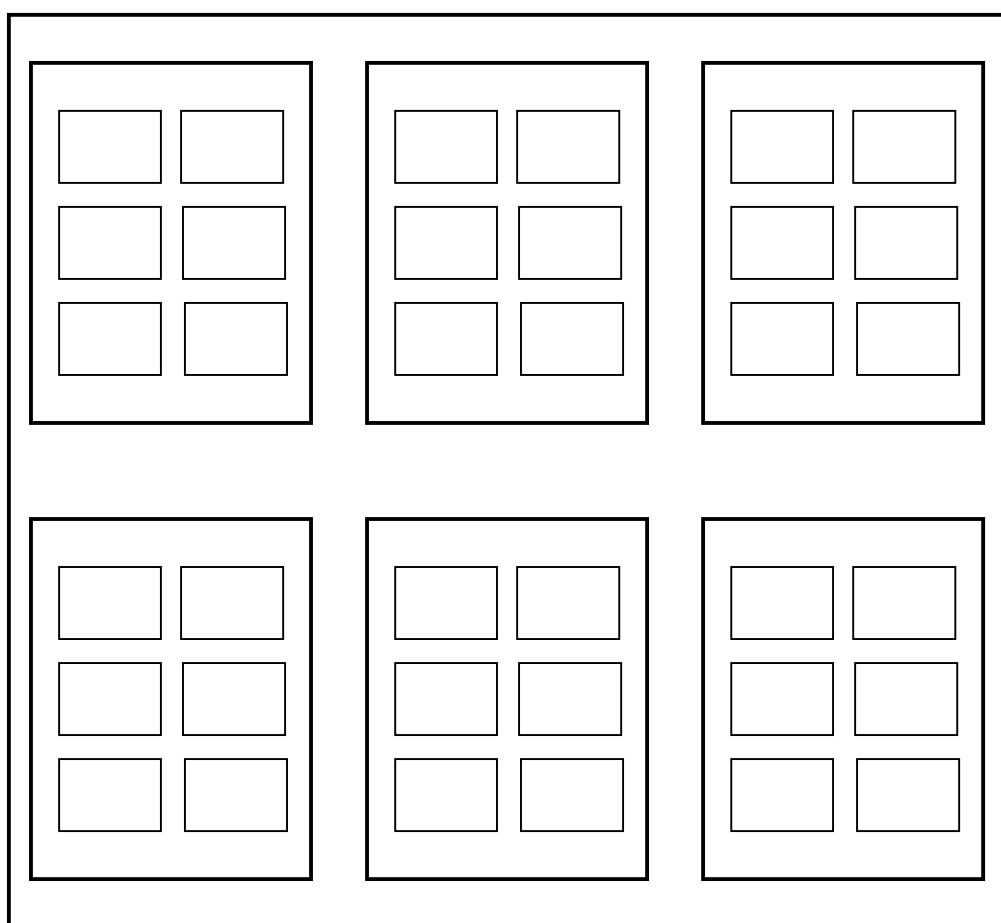


GTB

Strip Editor User's Manual



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Chapter 1

Before Using this Software

- Operation Environments and Installation
- Strip Editor's Overview

1. Operation Environments and Installation

1-1. Recommend Operation Environments

Input Format: 1 Bit TIFF

Output Format: 1 Bit TIFF

Computer Requirements: Pentium III 600Mhz or above

Memory: 256MB or above

Hard Disk: 20GB or above

Operation System: Windows NT Service Pack 5 or above

: Windows 2000

: Windows XP

1-2. Installation

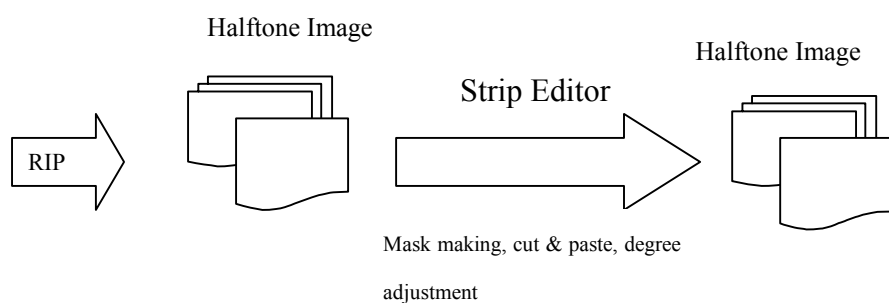
You must install Strip Editor and hardware key's driver in CR-ROM of Strip Editor before using.

[Remark] Please take notice that Strip Editor requires that hardware key is connected before starting.

2. Strip Editor Overview

2-1. About Strip Editor

Strip Editor is to use after-RIP halftone data to operate strip revision and degree adjustment for every plate or drafts of multiple plates that are operated with film previously. Area specified by preview image that is generated with Strip Editor will be shown in halftone rapidly and mask making, cut, paste, mark revision will be operated and plate information will be recomposed with halftone data (1 bit TIFF).

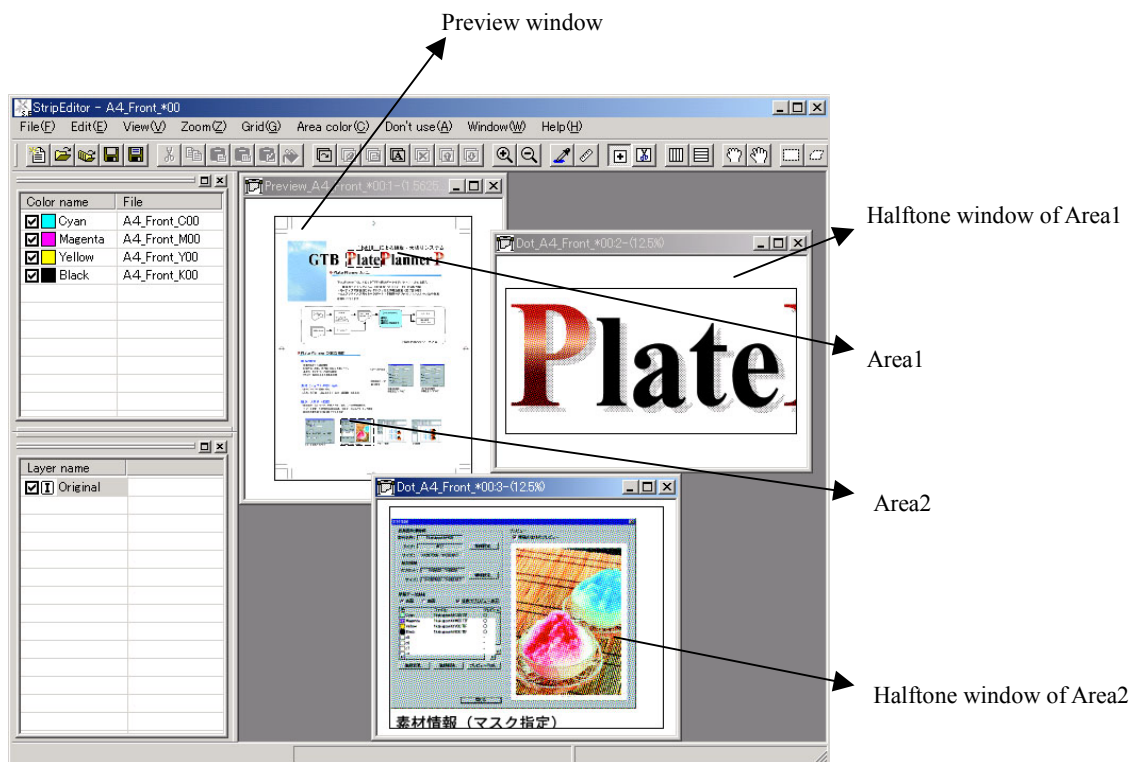


2-2. View image in Preview or Halftone

In Strip Editor, to show or edit a 1-bit TIFF file (halftone image) with large size (more than 30000 pixels) rapidly, a combination indication with preview image and halftone image is used.

A preview image is a 72-DPI image (is made form halftone data by descreening). In Strip Editor, when an halftone image to edit is opened, a preview image is generated automatically and shown in the preview window.

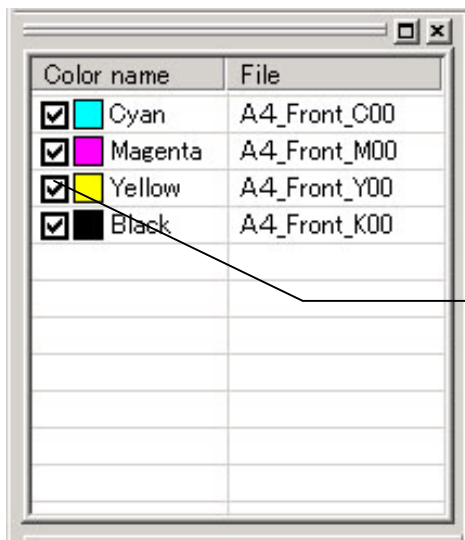
To edit image's details or if it is necessary to confirm indication with halftone image, we use [Halftone image] tool. By dragging operation at preview window, halftone data corresponding to a voluntary rectangular area is retrieved from disk file and shown in halftone window. (Both preview window and halftone window can be magnified or reduced with [Zoom tool].



2-3. Editing multiple plates (Color component) at the same time

In Strip Editor, by using the command of [Open multiple plates], you can edit multiple 1-bit TIFF files (halftone data) with respective color components simultaneously. At this time, all the color components are composed to show.

Furthermore, you can change the color components that are the objects of indication and editing freely.



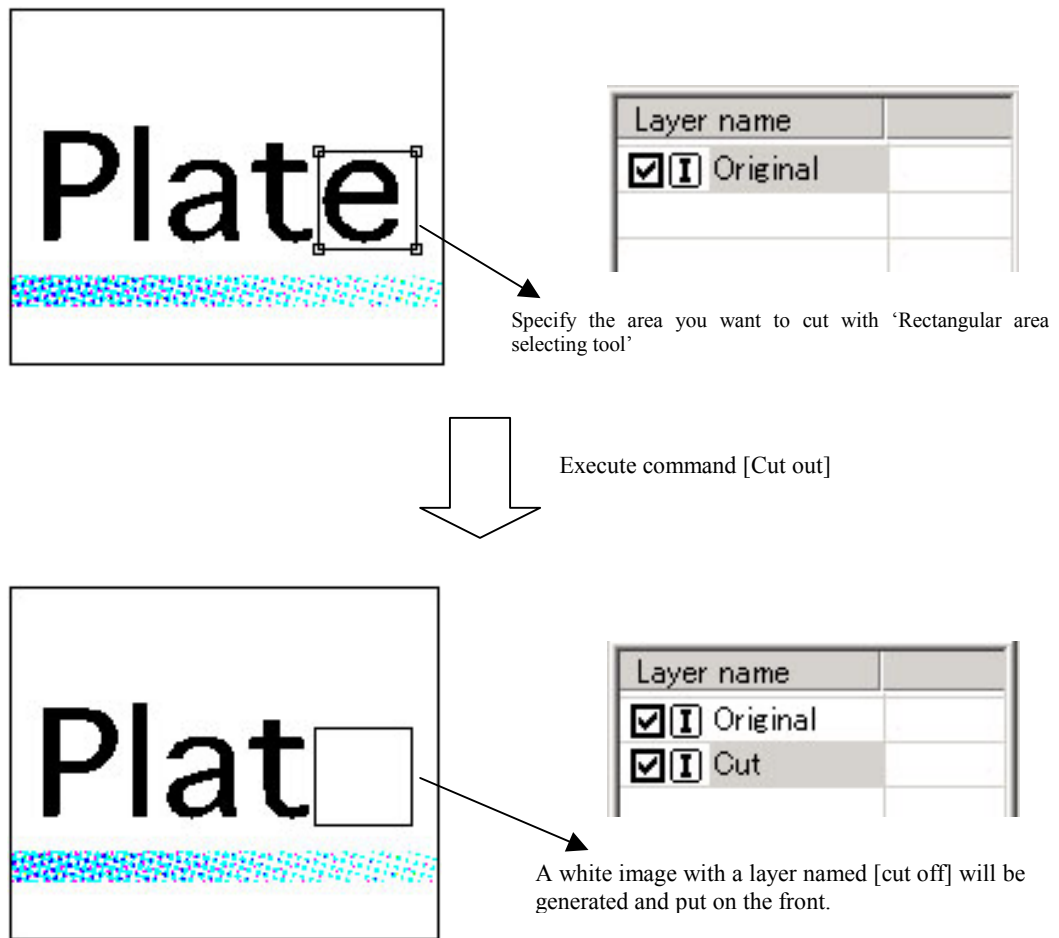
Click this part with your mouse and ON/ OFF will be changed.

With check: Indication ON
Without check: Indication OFF

2-4. Layer Management Function at StripEditor

For all the editing functions in StripEditor, they don't change the image directly during operation. A new image as a layer will be generated at the front according to the functions. For example, for [Cut tool], an image with a white area the same area as the selected area will be generated and placed at the front of the original image. Similarly, for [Fill tool], an image with a black area (100% halftone) the same as the selected area will be generated and placed in front of the original image. In the window, an image of the combination of the generated layers is shown and because of this, it seems that the image itself is changed. But internally, the image is managed with independent layers and layer's image is composed when saving.

With such operation in StripEditor, a new image of only the revised part is generated as a new layer and this will save memory in using and at the same time realize processing in high speed.



And, the generated layer will be shown in [Layer Palette]. In [Layer Palette], you can delete the generated layer or change the visible ON/ OFF indications of layers.

The following is the types of layers generated by all kinds of editing functions.

Editing function (Tool or Menu command)	Layer type (Name)
Initial status (Soon after opening the file)	Original file
Cut off	Cut off
Fill	Fill
Paste	Paste
Special paste	Special paste
Transposition reverse	Transposition reverse

2-5. Files Operated at Strip Editor

Here we will show you files that are operated at Strip Editor

(1) Halftone data file (.tif)

Files of respective color components are saved in halftone data file that are output by RIP. In Strip Editor, file processing of different palettes or files of all the color components of the same draft name can be processed as a single file.

2-6. Name rules of halftone data file

In Strip Editor, we refer to the corresponding relationship of plane and halftone file (which palette corresponds to which file) and use it as part of the name of halftone file.

When you output a halftone file at RIP, a reference name of the plane will be added to the name (The added reference name is different according to RIP setting).

For example, when you process a PS file named 'Page.ps', which is constructed with CMYK, at RIP, the 4 halftone file, '1PageC00.TIF' for Cyan, '1PageM00.TIF' for Magenta, '1PageY00.TIF' for Yellow, and '1PageK00.TIF' for Black will be output.

Furthermore, in Strip Editor, if reference names are removed from these halftone file names, for a group of halftone file with the same name, they will be considered as a single draft.

(1) Explanation for halftone file name

For example, the details of '1PageC00.TIF' will be as the following.

(It varies according to RIP type and setting)

- | | |
|-----------|--|
| 1) "1" | -page number added at RIP |
| 2) "Page" | -File name added before RIP (Base name) |
| 3) "C" | -Reference name in order to identify palette that is added at RIP (It varies according to RIP setting & palette0 |
| 4) "00" | -History number added at RIP (2 digits) |
| 5) ".TIF" | -File extension name (Showing file type) |

(2) Name rules for halftone file capable of identifying drafts in Strip Editor

It doesn't matter if there is no page number

Base name should be more than 1 letter.

Palette's reference name is more than 1 word and history number before a file extension name is necessary.

History number is no more than 2 digits and necessary before the file extension name.

File extension name '.TIF' is necessary at the end of the name.

3. Sample Application

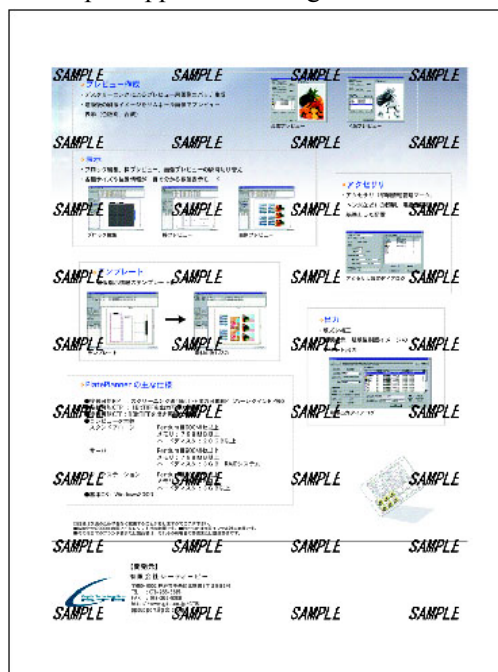
If you launch the program without connecting hardware key (Copy guard), the program will be operated in sample application only in the period of validity.

In sample application, you can use all the functions in Strip Editor. However, when you are to launch an image with operation like 'New', 'Open', 'Open multiple files', the word 'SAMPLE' will be written into the image and at the same time, the outer side of the image (1/12 of the length of horizontal & vertical sides respectively) will be disappeared and turned to white. There is not influence for the launched image itself and words and the outer side won't be changed in saving. Still more, it takes more time to do it than the usual processing. (The message 'Creating Sample Image' will be shown in the progress bar and the time it takes will be added to the whole time)

Original Image



Sample Application Image



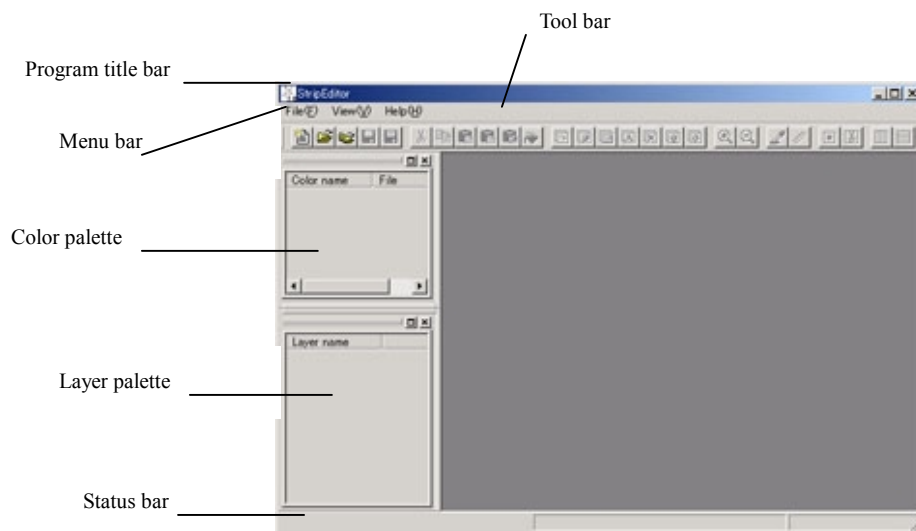
Chapter 2

Basic Screen & Menu

- Basic Screen Construction
- Menu Item

1. Basic Screen & Menu

1. Basic screen construction



[Program Title Bar]

The bar to show the name of window & dialog box

[Menu Bar]

The bar to show menu

[Tool bar]

The bar to show tool

[Color palette]

The palette to show palette's color setting

[Layer palette]

The palette to show layer information

[Status bar]

The bar to show information related to Image Compare

2. Menu Construction

New(N)...	Ctrl+N
Open(O)...	Ctrl+O
Open multiple files(M)...	Ctrl+M
Color Palette setting	
Option setting	
1 D:\Images\...\A4_Front_00	
2 D:\Images\...\A4_Front_03	
Exit(X)	

■ File

[New]

To make a new file and show it in the window.

[Open]

To open a halftone file and show it in a new window.

[Open multiple files]

To open more than 1 file and show it in a new window.

[Close]

To close a file that is being operated

[Save]

To overwrite a file that is being operated.

[Save as]

To save a file that is being operated with a new name.

[Property]

To show the property of a file that is being operated.

[Color Palette setting]

To specify the Color Palette to use.

If you want to use some special color, set it here.

[Option setting]

Setting the system

[Ending application]

To end the application.

Undo(<u>U</u>)	Ctrl+Z
Delete all(<u>A</u>)	DEL
Cut(<u>T</u>)	Ctrl+X
Copy(<u>C</u>)	Ctrl+C
Paste(<u>P</u>)	Ctrl+V
Special Paste	Ctrl+V+Alt
Overlapping paste	Ctrl+V+Shift
Fill(<u>Q</u>)	Ctrl+D
Select all(<u>L</u>)	Ctrl+A
Copy the image file to the clipping board Change layer image file Copy the layer image to the clipping board Set the text image to the clipping board	
Delete layer	DEL+Shift
Layer up	
Layer down	
Revert negative/positive	Ctrl+R

■ Edit

[Undo]

To undo the processing.

[Delete all]

To delete all the processing.

[Cut]

To cut areas selected with rectangular area selection tool or polygon area selection tool.

[Copy]

To copy areas selected with rectangular area selection tool or polygon area selection tool.

[Paste]

To paste the area that is cut or copied.

[Special paste]

To paste the area that is cut or copied with specified treatment.

[Overlap paste]

To paste the area that is cut or copied to their origin position.

To carry out knockout treatment.

[Fill]

To fill the selected area with black.

[Select all]

To select the whole area of the image. Use functions like copying.

[Move image file to clipboard]

To move a image file on the disk to clipboard directly.

[Change layer image file]

To change the layer image with the images in the disk.

[Move layer image to clipboard]

To move images that are registered in the layer to clipboard

[Move text image to clipboard]

To convert text string to image and move it to the clipboard.

[Delete layer]

To delete a layer selected in the layer palette.

[Layer Up]

To move the position of a selected layer to upper position

[Layer Down]

To move the position of a selected layer to lower position

[Revert negative/ Positive]

To revert the image to negative/ positive

■ View



[Tool bar]

To decide to show tool bar or not.

[Status bar]

To decide to show status bar or not.

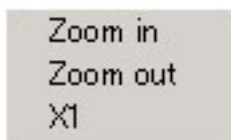
[Color palette]

To decide to show color palette or not.

[Layer Palette]

To decide to show layer palette or not.

■ Zoom



[Zoom in]

To zoom in from the center of the window.

[Zoom out]

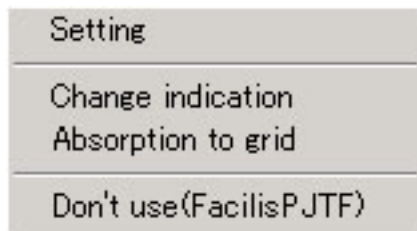
To zoom out from the center of the window.

[x1]

To show image at the actual size.

Show in actual size from the center of the window.

■Grid



[Setting]

Refer to the coordinate value at the left upper of the status bar to set grid.

The unit is pixel.

[Change indication]

To set to show or not to show grid

[Absorption to grid]

[Import Facilis PJTF]

unuse

■ Area color



Select the indication color when selecting a rectangular area or a polygon area.

■ Tool Palette



New



Open



Open multiple files



Save



Save as



Cut



Copy



Paste



Special paste



Overlap paste



Fill



Move the image file to clipboard



Change layer image file



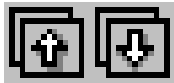
Move layer image to clipboard



Move text image to clipboard



Delete layer



Layer UP / Layer Down



Zoom In / Zoom Out



Measuring density



Measuring distance



Halftone indication



Trimming



Guide vertical / Guide horizontal



Moving layer



Moving



Making rectangular area

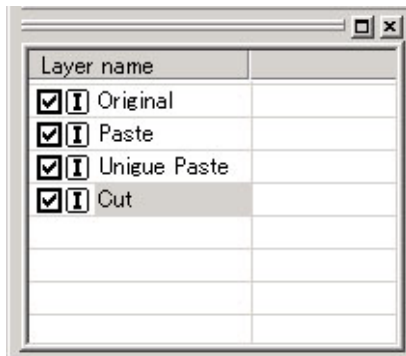


Making polygon area



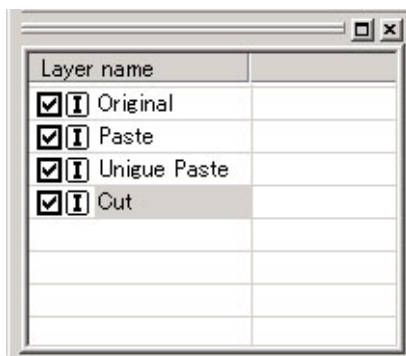
unuse

■Color palette



To change to view or not to view plates with ON/ OFF of checkmark.

■Layer Palette



To change to view or not to view layers with ON/ OFF of checkmark.

Chapter 3

How to operate

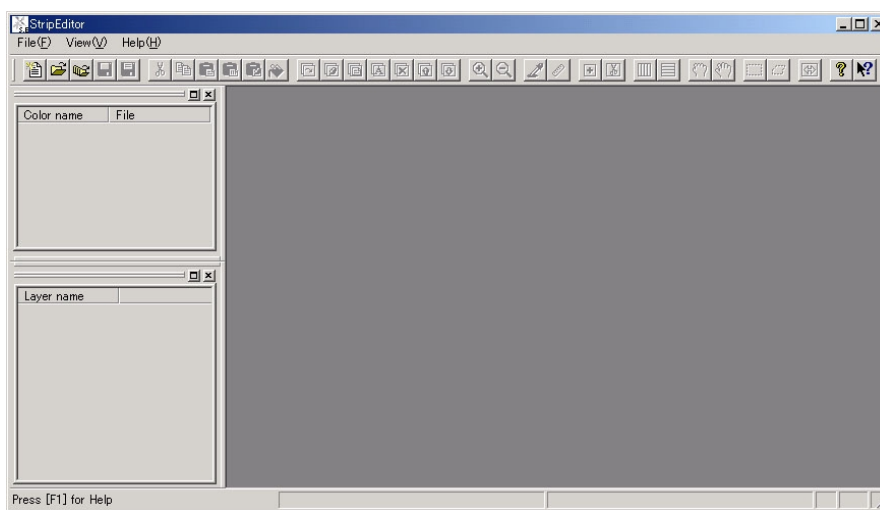
■ Strip Editor's operation

1. Launching and ending Strip Editor

Here we show you how to launch and end Strip Editor.

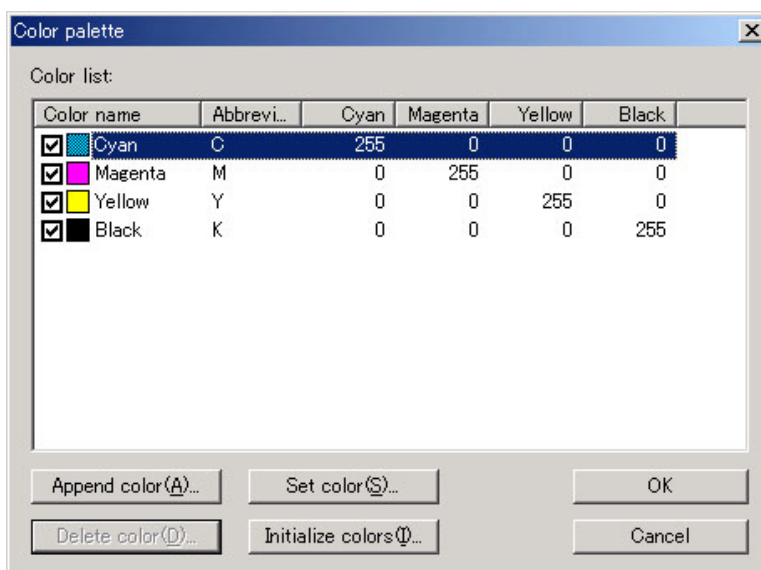
1-1. Launching Strip Editor

Double-click [StripEditor.exe]'s icon to launch Strip Editor and basic screen will be shown.



1-2. Color Palette setting

1) Select 'Color Palette setting' from file menu.



* Set color

Set the color selected in the color list

[Color setting] dialog will be shown.

* Add color

To add the new color. To show [Color setting] dialog.

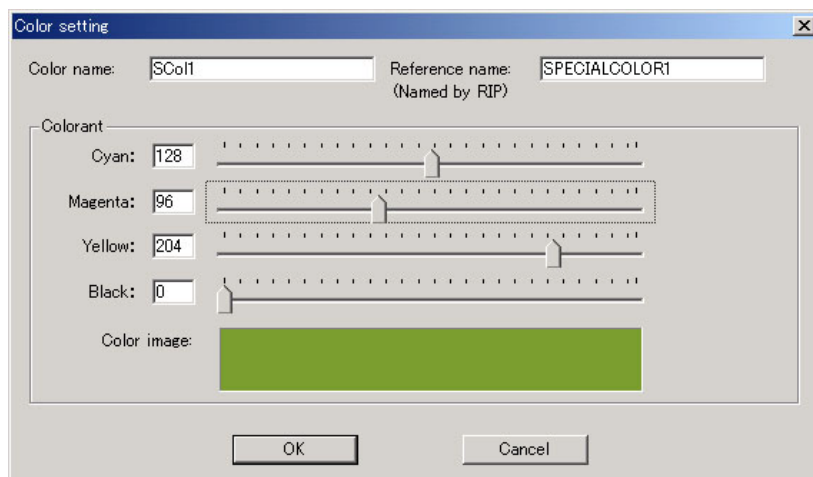
* Delete color

To delete the color selected in the color list.

Change or add color

1) Select the color that you want to change in the color list and press [Set color] and [Color setting] dialog will be shown.

2) Press [Append color] and [Color setting] dialog will be shown.



* Color name

To show color name. To change it, input a new name.

This name is for the purpose of the user to identify color and used in item list of color palettes.

* Reference name

To show reference name. To change it, input a new name.

If more than 1 colors(planes) are opened, it is used for the purpose to identify the corresponding relationship between data files and colors.

Attention: Please input the color names that are added to the halftone (Palette) file names according to RIP.

* Cyan

To show the Cyan value in the color (0~255).

To change it, either input directly or use slider bar.

* Magenta

To show the Magenta value in the color (0~255).

To change it, either input directly or use slider bar.

* Yellow

To show the Yellow value in the color (0~255).

To change it, either input directly or use slider bar.

* Black

To show the Black value in the color (0~255).

To change it, either input directly or use slider bar.

* Color image

Show color's image from the values set in [Cyan], [Magenta], [Yellow], [Black] in real time.

* OK Button

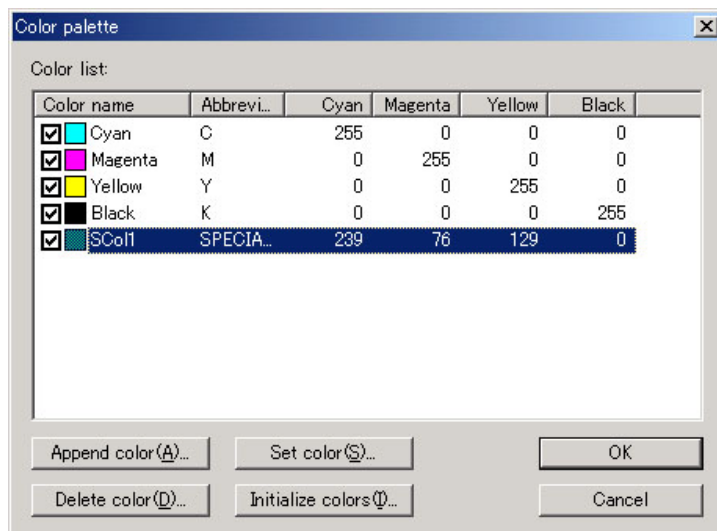
To confirm the setting and close the dialog.

* Cancel Button

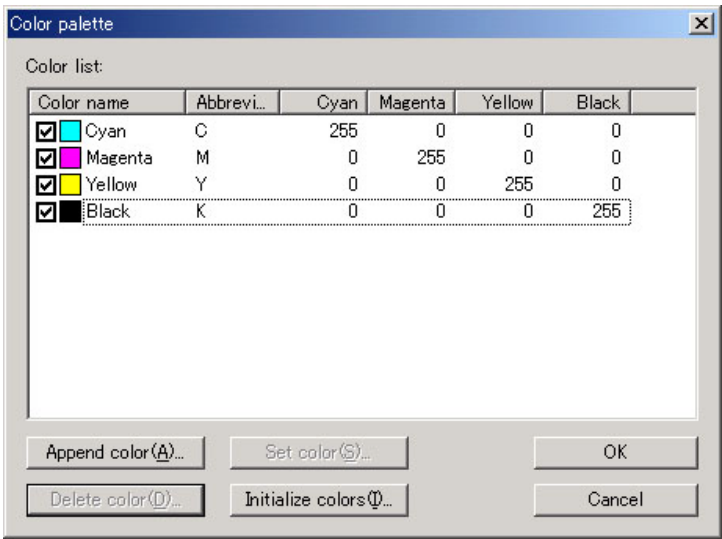
To close the dialog without doing anything.

Delete color

1) Select unnecessary color in the color list.

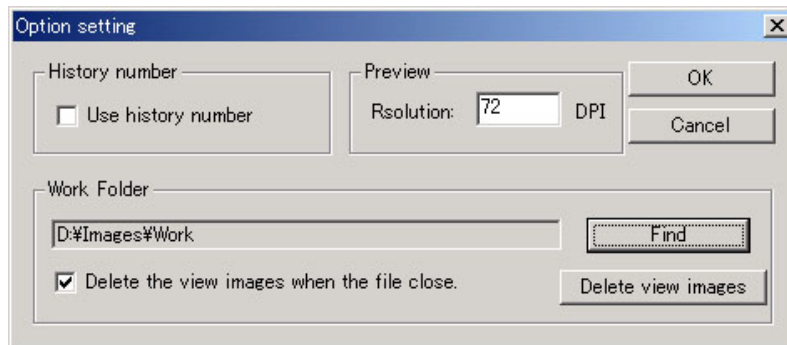


2) Press [Delete color].



1-3. Option Setting

1) Select 'Option setting' from file menu.



To carry out all kinds of setting of the system

* Use history number

Usually when there are drafts of same name of draft, only a draft with a bigger history number can use. If you want to use other drafts, please check this item.

* Preview

To specify resolution of a preview image that is shown at the beginning when opening a file.

* Work Folder

To specify Strip Editor Work Folder.

To change the folder, click 'Change' button and specify the output folder in 'Folder's reference' dialog.

* Delete the viewing images.

To specify deletion of an image that is used for viewing.

If you don't delete it, it will consume hard disk space and next time when you open the same file, it will take less time to show.

1-4. Ending Strip Editor

1) Select [Exit] from file menu.

To end Strip Editor

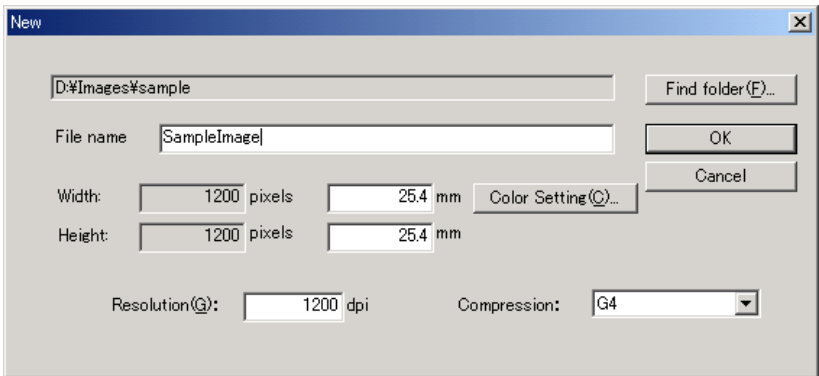
To end the program, you can double-click the program item at the left of title bar or click the [×: close] icon at the right of the title bar.

2. File Operation

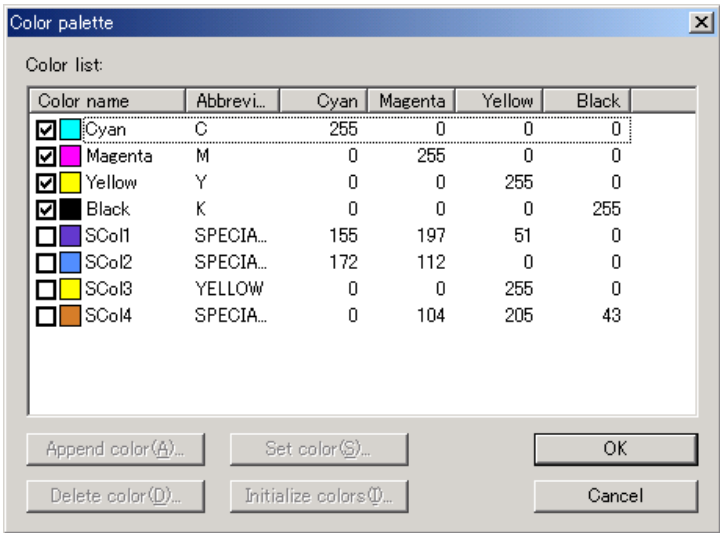
2-1. Making a new file

1) Make a new file with 'New' of the file menu.

[Making a new file] dialog will be shown and carry out setting of folder name, file name, image width/ height, output file resolution, output file compression format and used colors.

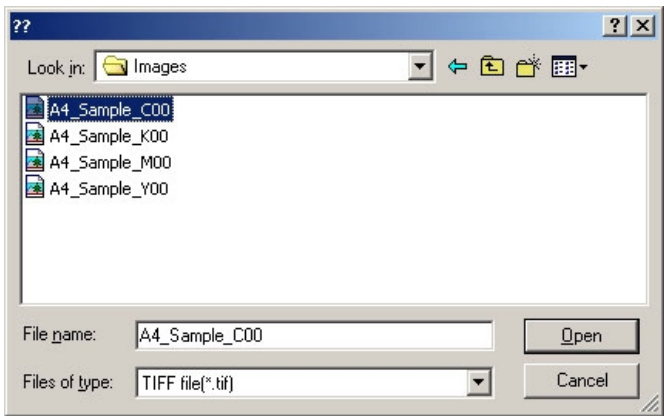


For the setting of the Color Palette, click [Color setting] and the following dialog will be shown, please check the left of the palette.



2-2. Opening a file

1) To open a new file from [Open] of the file menu.

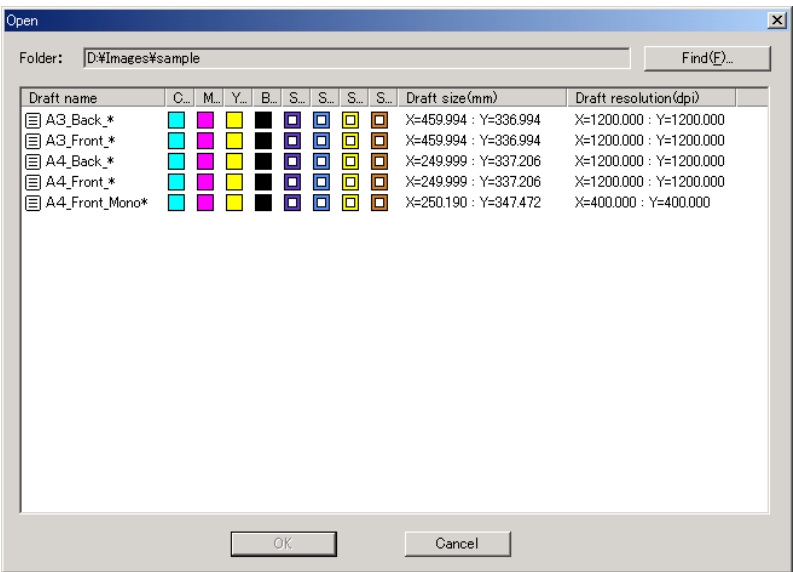


The opened file is halftone data (.tif).

2-3. To open multiple files

1) If you want to open multiple files as one draft, select files from [Open multiple files] from the file menu.

2) If you click ‘Open’ or ‘OK’, a view image will be made and shown.



If the file that is set as an operation file doesn't exist, the center of the color block will be shown in white. Besides, if you click the color block and set "x", the file won't be composed even if it exists.

2-4. Closing a file

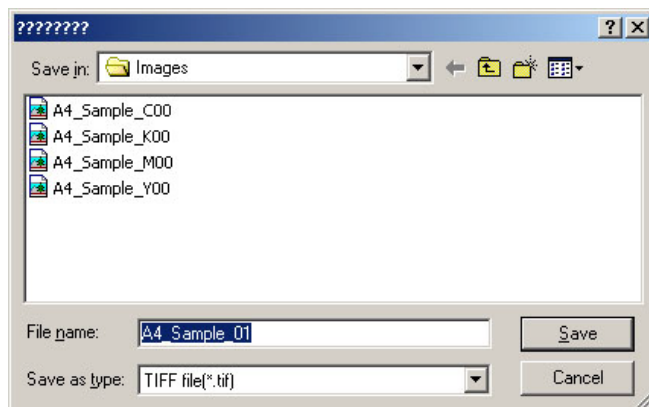
1) To close a file that is being shown with [Close] of the file menu.

2-5. Overwriting

1) To save a file with [Overwriting] of the file menu.

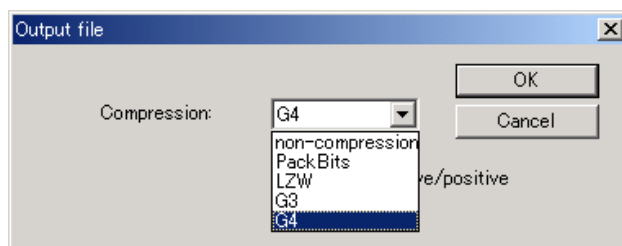
2-6. Saving as

1) To save the file in a new name with [Save as] of the file menu.



To select the compression format of an output file from non-compression, PackBits, LZW, G3, G4.

You can revert the image to negative or positive to save.



3. Editing Operation

3-1. Common Editing

3-1-1. Undo

To revert the processing to the previous step.
The processing is different according to the menu or tool.

3-1-2. Delete all

To delete all processing
The processing is different according to the menu or tool.

3-2. Copy/ Paste editing

In the following operation, basically you can use a voluntary image area as processing object with ‘Cut’ or ‘Copy’ and store it in clipping board and add the processing result as layer with functions like ‘Paste’.
(You can use command other than ‘Copy’ to make a new layer and add it to layer palette)

To specify the color of processing object with color palette.
As for the basic instruction method, (The difference is described in explanation part of relative functions), if you specify a voluntary image area with ‘Cut’ or ‘Copy’, only those colors with indication ON will be stored in the clipping board. Besides, in functions like ‘Paste’, only those color palette with indication ON at the time and being stored in the above mentioned will be added as a new layer.

For example, an image with C, M, Y,K colors
If C, M, Y are indication ON at color palette when copying

Color name	File
☒ Cyan	A4_Front_C00
☒ Magenta	A4_Front_M00
☒ Yellow	A4_Front_Y00
☐ Black	A4_Front_K00

And C, Y, K are indication ON at color palette when pasting,
Only C & Y palette will be pasted.

Color name	File
☒ Cyan	A4_Front_C00
☐ Magenta	A4_Front_M00
☒ Yellow	A4_Front_Y00
☒ Black	A4_Front_K00

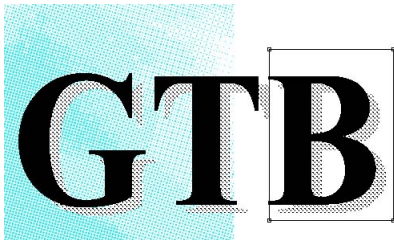
For layers, you can delete (cancellation of processing) or change layer order (Change of processing order) with [Layer Editing]

3-2-1. Cutting

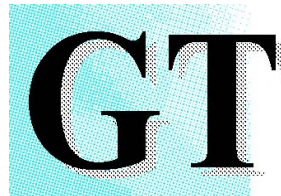
To cut selected area and store it in clipping board. The cut area will turn to white.

Only colors with indication ON at color palettes will be processed.

1) Select area with rectangular area selection tool or polygon area selection tool and store the cut image with [Cut] from the editing menu. The processing will be edited in layer construction and composed when saving.



Making a masking area



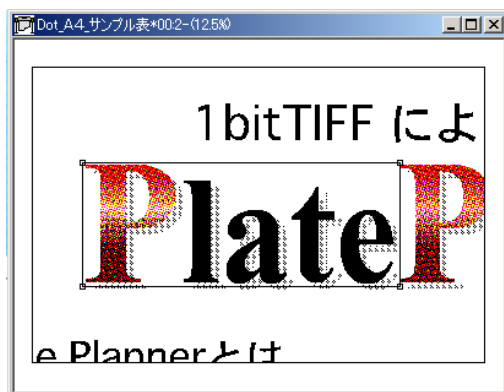
Cutting

3-2-2. Copy

Copy selected area to clipping board.

Only colors with indication ON at color palettes will be processed.

1) Select area with rectangular area selection tool or polygon area selection tool and store the image with 'Copy' from the editing menu.

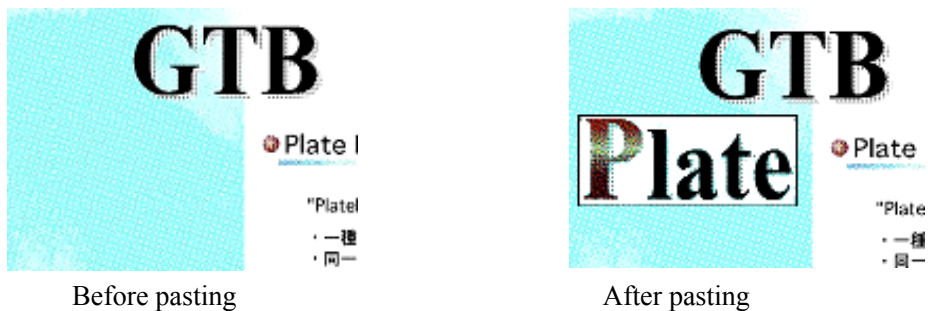


3-2-3. Paste

To paste the image that is stored in clipping board.

Only those colors who have been 'Cut' or 'Copied' and with indication ON at the color palette will be processed.

1) Paste the image with 'Paste' from the editing menu.



3-2-4. Special pasting

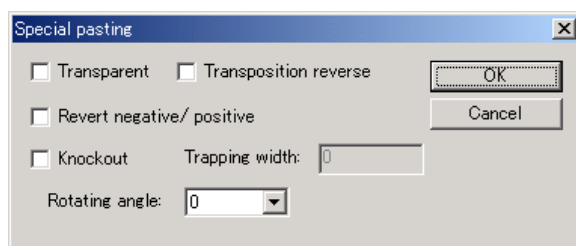
To add specified treatment to the image stored in the clipping board and then paste.

Only those palettes who have been 'Cut' or 'Copied' and with indication ON at the color palette during special paste will be processed.

However, if the following 'Knockout processing' is specified, palettes stored in the clipping board will be the pasting object, and during special pasting, palettes with indication ON at the color palettes will be knocked out. (Actually, masking for knockout of respective palettes will be generated.)

For example, if you knock out C, M palettes that is overlapped with K palette, only K palette will be indicated ON in 'cut' or 'copy' and C, M, K palettes will be indicated as ON in special paste. (Because it is necessary to paste K palette, K palette should also be indicated as ON.)

1) Paste the image in the clipping board with 'Special paste' from the editing menu.



[Transparent]

To paste only black(ON dots) part of the cut area.



Before pasting



After Transparent -pasting

[Negative/ Positive Reverting]

To revert the cut area to negative or positive and paste.



Before pasting



After pasting with negative/ positive reverting

[Transposition reverse]

To paste colors stored in the clipping board. In such case, the black part of the pasted image will turn white and other part will be the valid part for the pasting object image (original image).

An image of text string is generated and used if you want to make white letters or words.

* Paste

月とても無く

* Transposition reverse



[Knockout Processing]

Process knockout and paste with colors stored in clipping board.

Knockout processing means, for example, if the surface and halftone part of C, M, Y palette overlaps with text part of K palette,, C, M, Y palettes' text part will be deleted. (Actually, at the same time when K palette is pasted, masking to delete C, M, Y palettes, which match K palettes, will be generated. Because of this, even if you move the image after knockout processing,, C, M, Y palettes in the moving target directory will be deleted. That is, the image layer with knockout property will be pasted.)

Besides, you can specify the trap width (the unit is pixel.)

To explain with the above mentioned example, for the deleted part of C, M, Y palettes,

If it is 0, it is the text part of K palette.

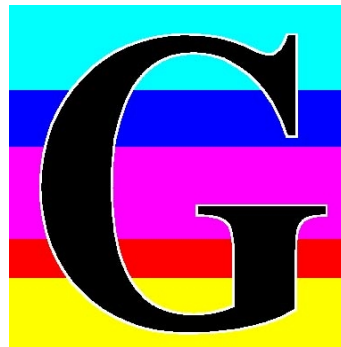
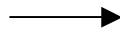
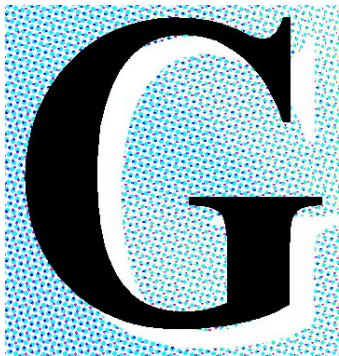
If it is a plus value, it is the part of the text that is enlarged at the pixel width of this value. (For example, if it is 10, it may be the part of the text that is enlarged at 10 pixels.)

If it is a minus value, it is the part of the text that is shortened at the pixel width of this value. (For example, if it is 10, it may be the part of the text that is shortened at 10 pixels.)

Special paste for a copied image with knockout.

(If it is a plus value, the area around the text will also be knockout. You can make a white edge.)

Copy K palette only



Knockout result (no view of K)

Knockout at plus value



Knockout at minus value



[Rotating angle]

You can rotate the image of the clipping board in 0°90°180°270° anti-clockwise and paste.



Before pasting



After rotating 90° and pasting

If you carry out knockout operation during transposition reverse, please set trap width to plus value.

3-2-5. Overlap pasting

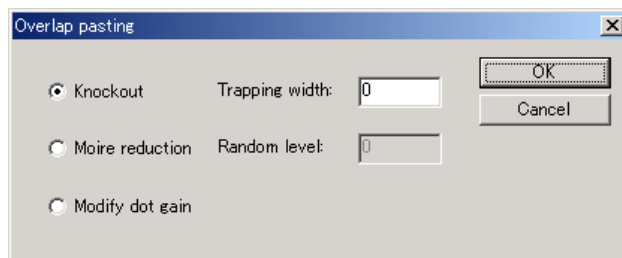
To past the images that are stored with 'Cut' or 'Copy' to the original position. Through this, you can change or modify the specified part of the original image.

When the 'Cut' or 'Copy' colors are to be overlap-pasted, only those palettes with indication ON at the color palettes will be processed.

However, if the following 'knockout processing' is specified, 'cut' or 'copied' palettes will be the objects for pasting, during overlapping pasting, those palettes with indication ON at the color palettes will be knocked out. (Actually, masking to knock out respective colors will be generated.)

For example, to knock C, M palettes that match K plate, turn K palette's indication to ON only during cutting and copying and turn C, M, K palettes indication to ON during overlapping pasting. (If it is necessary to paste K palette, K palette's indication should also be turned to ON.)

Please execute with 'Overlapping paste' of the editing menu.



[Knockout processing]

To knock out the selected area and paste

(Please refer to 'Special paste')

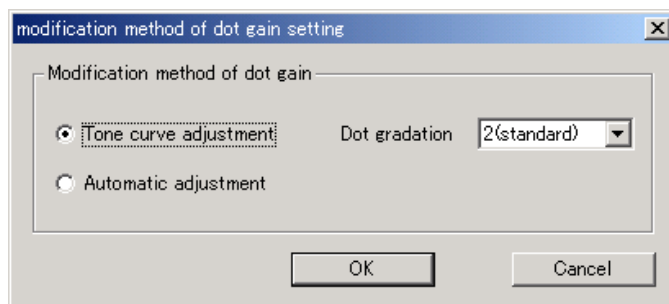
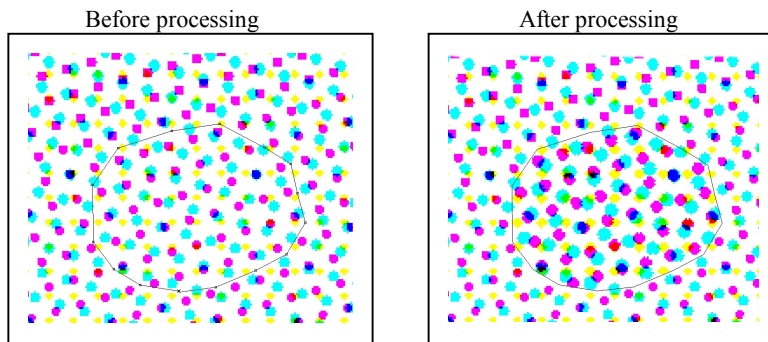
[Moiré reduction]

To modify the dots of the cut area and paste. It is used in moiré reduction.

You can set a random level (0~10). For the degree of modification if the random level is 0, no modification, the modification will be bigger if it is nearer 10.

[Modify dot gain]

To modify dot gain for the cut area and paste.



To set the modification method of dot gain.

In modification methods, there are

- * Tone curve adjustment
- * Automatic adjustment

Select one of them and press [OK] and the [Adjustment setting dialog] related to the selected method will be opened and you can set the revision level of dot gaining.

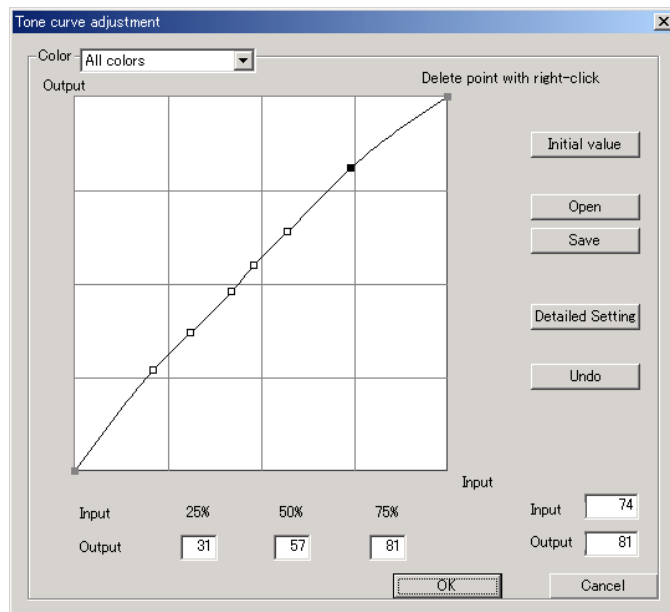
1) Adjustment setting (Tone curve adjustment)

If you select [Tone curve adjustment] in [modification method setting] dialog, the following [Adjustment setting] dialog will be shown and you can set revision level of dot gain through gradation.

In this method, it is possible to set accurately the correction values according to the gradation values with the correction curve.

And it is necessary to appoint 'dot gradation'.(2 is normal)

'Dot gradation' is something which becomes the index which decides the gradation of any section of the dots. The corrections of from commercial printings to comic plates (screen tone) become possible depending upon this setting.



* Color



Select the color to set. You can select the items that are set in [all colors] & [Name rules & color setting]. If you select [all colors], all the set curves will be set to respective colors.

However, if this dialog is closed, you cannot save the previous setting value even if you select [all colors] again. They will be saved in respective palettes and please confirm the setting value.

* Initial value

To initialize the revision value of the selected color (Revision value is 0). If [all colors] are selected, all the colors will be initialized.

* Undo

Press [return to origin] button and you can revert the changes of tone curve to the original status once.

* Delete point

You can delete the setting point of tone curve with right-click of the mouse.

* Tone curve setting

You can set tone curve with the following methods.

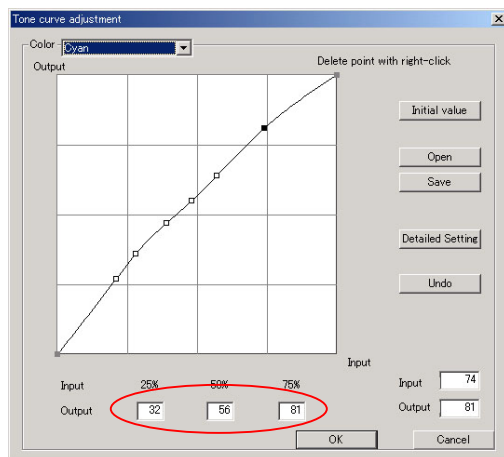
A. To specify output value according to input value 25, 50, 75%

B. To specify input value and output value

C. To click the top of tone curve or drag

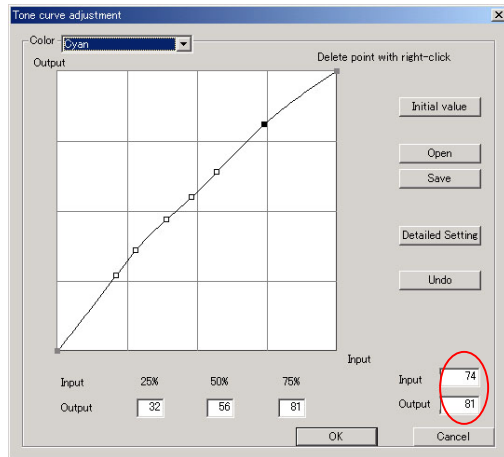
D. To specify input value and output value at tab punctuation.

A. To specify output value according to input value 25, 50, 75%



If you set the output value in the text box in the middle of the red and round area of the right drawing, they will be reflected in tone curve automatically.

B. To specify input value and output value



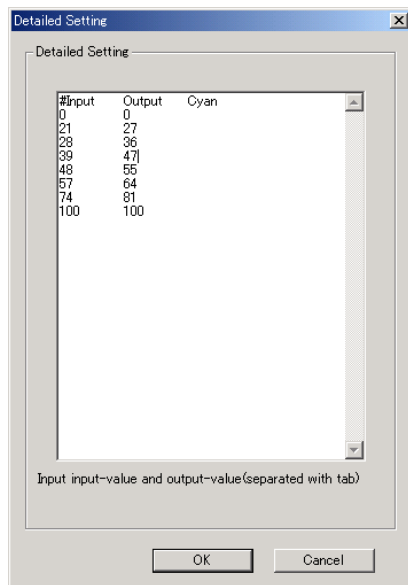
If you set the input & output value in the middle of the red and round area of the right drawing, they will be reflected in tone curve automatically. If there is no tone curve point in the specified input value, it will be added automatically; if there is, the output value will be changed.

C. To click the top of tone curve or drag

If you click part of the tone curve, if there is point near this input value, the present value of the point will be shown in the box of [Input] & [Output]. By dragging the point, you can change the position of the point. During dragging, the present value of the point will be shown in the box of [Input] & [Output].

If there is not point near the input value that is clicked, a new point will be generated. If there is a point, you can drag it just as the above.

D. To specify input value and output value at tab punctuation.



If you click [Detailed Setting] button, dialog box as the left drawing will be shown and input and output value are listed in tab punctuation.

For example)

#Input	[Tab]	Output	[Tab]	Black	[Enter]
0	[Tab]	0	[Tab]		[Enter]
20	[Tab]	18	[Tab]		[Enter]
30	[Tab]	28	[Tab]		[Enter]
50	[Tab]	50	[Tab]		[Enter]
68	[Tab]	72	[Tab]		[Enter]
82	[Tab]	86	[Tab]		[Enter]
100	[Tab]	100	[Tab]		[Enter]

You can set the input value up to 101 points from the range of 0~100. Please make sure to input from the small input value first.

Both input and output values are handled as integer numbers and decimal part will be neglected.

Formats used here are the same with the formats saved in the text format mentioned later. Therefore, it is possible to copy and paste part of a suitable palette of a saved data.

* Save, Open

If you press the [Save] button, the present tone curve will be collected together as a whole to save. A file with an extension named [.curve] of an independent format will be generated in the old version. And in the new version, it will be output as a text file named [.txt] and added and these will be used as default. It can also be output as the [.curve] format of the old version.

If you output in text, word string with tap punctuation will be listed in respective palettes.

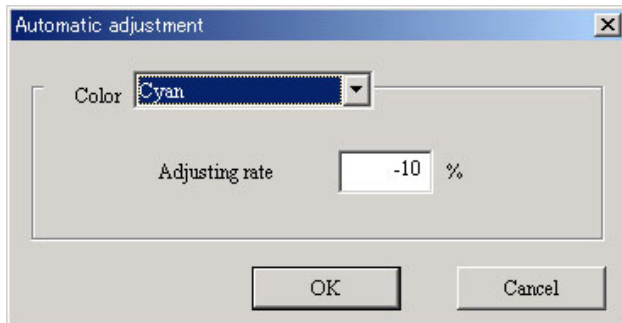
Text saving example)				
#Input	[Tab]	Output	[Tab]	All palettes [Enter]
0	[Tab]	0		[Enter]
100	[Tab]	100		[Enter]
#Input	[Tab]	Output	[Tab]	Cyan [Enter]
0	[Tab]	0		[Enter]
25	[Tab]	31		[Enter]
50	[Tab]	52		[Enter]
75	[Tab]	77		[Enter]
100	[Tab]	100		[Enter]
#Input	[Tab]	Output	[Tab]	Magenta [Enter]
0	[Tab]	0		[Enter]
13	[Tab]	21		[Enter]
26	[Tab]	34		[Enter]
50	[Tab]	45		[Enter]
100	[Tab]	100		[Enter]
#Input	[Tab]	Output	[Tab]	Yellow [Enter]
0	[Tab]	0		[Enter]
25	[Tab]	31		[Enter]
77	[Tab]	87		[Enter]
100	[Tab]	100		[Enter]
#Input	[Tab]	Output	[Tab]	Black [Enter]
0	[Tab]	0		[Enter]
10	[Tab]	14		[Enter]
37	[Tab]	53		[Enter]
59	[Tab]	59		[Enter]
100	[Tab]	100		[Enter]

If you press the [Open] button and specify the [.txt] or [.curve] saved in the past and the values that are read will be reflected.

* OK, Cancel

After setting revision level, press [OK] to confirm, or turn the setting to invalid with [Cancel] and the previous setting value will be saved.

2) Adjusting setting (Automatic adjustment)



If you select [Automatic adjustment] at [Revision method setting] dialog, the following [adjusting setting] dialog will be shown and you can set the adjusting rate of dot gaining. For this revision level, maximum dot gaining will be acquired at middle gradation value (About 50%).

After setting revision level, press [OK] to confirm, or turn the setting to invalid with [Cancel] and the previous setting value will be saved.

* color

The same as [Adjusting setting (Specifying adjusting level for respective gradation)]

3-2-6. Fill

Fill the selected area with black.

1) Select the area with rectangular area selection tool or polygon area selection tool and paint the are with 'Fill' of the editing menu.



Before painting



After painting

3-3. Move disk image to layer

Beside the method to generate layers by reading, copying and pasting image files that should be pasted, this is a group of functions to move image file and word string in the disk directly to shorten processing time.

Actually, to move it to layers, processing like rotation, through (permeating), knockout are necessary, we copy image files to clipping board and make layers with special paste function.

The generated palette will be visible at [color palettes] during pasting.

3-3-1. Moving image files to clipboard

To copy images in the disk to clipboard directly.

If you execute this, file selection dialog will be shown. Select the images and press [OK] and then the image (Specified palette) will be copied to the clipboard.

Images in clipboard can be pasted and changed to layers with [Paste] or [Special Paste] function. The pasted palettes will be checkable items (visible) in color palettes for both [Paste] and [Special Paste] during image selection.

3-3-2. Changing layer image file

To change the layer image selected in layer palettes with images on the disk.

If you execute this, file selection dialog will be shown. If you select an image and click [OK], the selected image will be a layer image.

It is effective in shop name substitution. You can prepare several images in advance and change the image at the same position to configure.

3-3-3. Moving layer images to clipboard

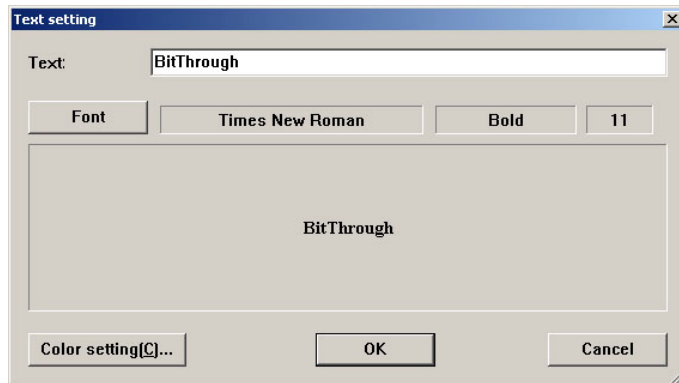
To copy layer image selected in layer palette to clipping board.

Images in the clipping board can be pasted and turned to layer with [Paste] or [Special Paste] functions. It is effective in revising of pasting.

3-3-4. Moving text image to clipping board

To turn text string to image and copy it to clipping board.

If you execute it, file selection dialog will be shown.



You can input text, select font and palette.

Text images copies to clipping board can be pasted and turned to layer with [Paste] or [Special Paste] functions.

Rotation configuration of word and knockout processing (including white edge) are also operated with [Special Paste].

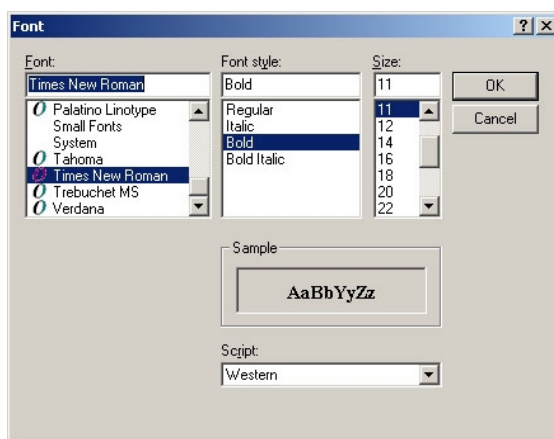
Besides, white words (For example, to put white word string to the surface part of K palette) are also operated with 'Transposition reverse' of [Special paste]. Particularly knockout processing of outlining is possible when the trap width is set to plus value.

[Text]

You can input text.

[Font Selection]

If you choose font selection, font selection dialog will be shown.



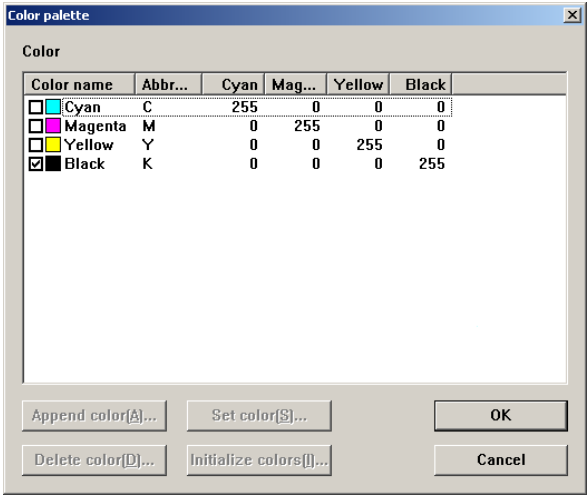
Here you can select font name, style and size.

Vertical writing fonts are the font names with a '@' mark at the beginning.

Unit of the size is point. The text images are generated with matching to the resolution of current documents. (For example, if the resolution of current document is 2400 DPI, the size of a 10-point word is $10 * 2400 / 72$.)

[Palette selection]

Select a palette if the text is turn to a text image.



Please check the left box of the necessary palette.

3-4. Layer Editing

To carry out operations like moving layers.

3-4-1. Delete Layer

To delete the layer selected at layer palettes. You can cancel the processing.

- 1) Select the layer that you want to delete in layer palettes and execute with 'Layer Deletion' of editing menu.

3-4-2. Layer Up

With layer-up, you can raise the composition order of the selected layer 1 step up in the palette. You can change the processing order.

- 1) Select the layer that you want to raise in the composition order at layer palette and execute with 'Layer Up' of the editing menu.

3-4-3. Layer Down

To lower the composition order of the layer selected in layer palette 1 step up.

You can also change the processing order.

- 1) Select the layer that you want to lower in the composition order at layer palette, and execute with 'Layer Down' of the editing menu.

3-5. Full Image Editing

3-5-1. Negative/ Positive Reverting

To revert the image to negative or positive.

1) Execute at 'Negative/ Positive reverting' of the editing menu.

You can only execute it soon after the file is opened.

4. Zoom Operation

4-1. Zoom In

To enlarge the indication from the center of the window.

With Shift + Click, you can enlarge the clicked point to the center.

With Shift + Double-click, you can enlarge the clicked point to center at maximum magnification.

4-2. Zoom Out

To reduce the indication from the center of the window.

With Ctrl + Click, you can reduce the clicked point to the center.

With Ctrl + Double-click, you can show the full image.

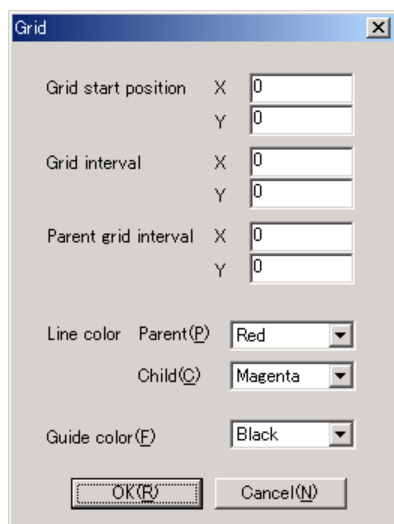
4-3. Actual size of pixels

To show from the center of window in actual size

With Ctrl+ Shift + Click, the clicked point will be shown in the center in actual size.

5. Grid Operation

5-1. Setting



Refer to the coordinate at the left lower of the status bar, and set the grid.

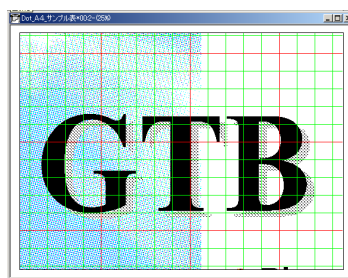
The unit is pixel.

5-2. Indication Change

To show or not to show grid.



Non-indication of grid



Indication of grid

5-3. Absorption to grid

To set the cursor to be absorbed to the grid.

6. Changing Area Color

When you make a rectangular area or a polygon area, select the indication color.

7. Tool bar operation

	New
	Open
	Open multiple files
	Save
	Save as
	Cut
	Copy
	Paste
	Special paste
	Overlapping paste
	Fill
	Moving image files to the clipping board
	Changing layer image file
	Moving layer images to clipping board
	Moving text images to clipping board
	Layer Deletion



Layer Up* Layer Down



Zoom In* Zoom Out



Measuring density



Measuring distance



Halftone indication



Trimming



Guide vertical * Guide horizontal



Layer moving



Moving



Making a rectangular area



Making a polygon area



Making a mark revision area

7-1. New

The same as 'New' in the file menu.

7-2. Open

The same as 'Open' in the file menu

7-3. Open multiple palettes

The same as 'Open multiple palettes' in the file menu

7-4. Save a file

The same as 'Save' in the file menu.

7-5. Save as another file

The same as 'Save as another file' in the file menu

7-6. Cut

The same as 'Cut' in the file menu

7-7. Copy

The same as 'Copy' in the file menu

8-8. Paste

The same as 'Paste' in the file menu

7-9. Special Paste

The same as 'Special Paste' in the file menu

7-10. Overlapping paste

The same as 'Overlapping paste' in the file menu

7-11. Fill

The same as 'Fill' in the file menu

7-12. Move the image file to the clipping board

The same as 'Move the image file to the clipping board' in the file menu

7-13. Change layer image file

The same as 'Change layer image file' in the file menu

7-14. Move the layer image to the clipping board

The same as 'Move the layer image to the clipping board' in the file menu

7-15. Move the text image to the clipping board

The same as 'Move the text image to the clipping board' in the file menu

7-16. Layer Deletion

The same as 'Layer Deletion' in the file menu

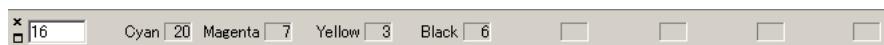
7-17. Layer Up / Layer Down

The same as 'Layer Up* Layer Down' in the file menu

7-18. Zoom In / Zoom Out

The same as 'Zoom In* Zoom Out' in the file menu

7-19. Measuring density



To measure the halftone % in the specified area of the image.

7-20. Measure distance



To measure the distance between 2 points on the image. With the 3rd (the right part) area of the status bar as data point coordinate and the 1st (the left part) area as cursor position coordinate and the variation distance will be shown in the 2nd area (the middle part).

7-21. Halftone View

To make and show the halftone image of the selected area rapidly

To confirm the actual halftone, circle the rectangular are that you want to confirm in the preview window with halftone indication tool by dragging.



To specify halftone indication area



To show the specified area in halftone

7-22. Trimming

To cut the selected area and make a new file.



Select trimming tool and specify the rectangular area that you want to cut.

For the method to specify rectangular, there are 2 methods, [Drag specifying] & [2-point-clicking specifying]

In rectangular specifying, you can use [Return to the origin] and [Delete all] in the editing menu.

[Return to the origin]

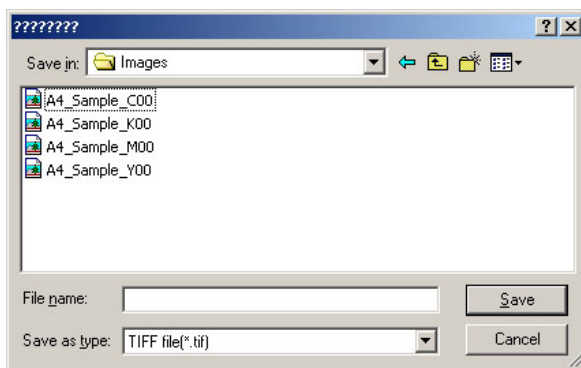
1) To delete the area that is specified with dragging.

2) To delete the current coordinate that is specified by 2-point clicking.

[Delete all]

* To delete all area

After making a rectangular area, click the inside of the rectangular and the dialog to save will be shown.



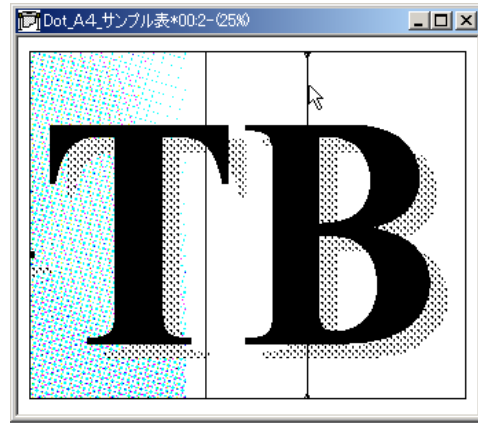
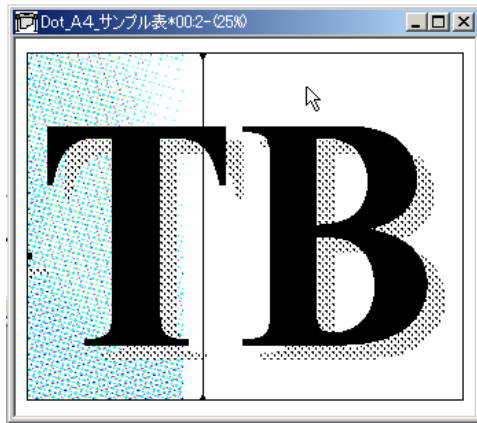
Specify the file name and saving place and save the file.

7-23. Guide Vertical / Horizontal

To make a coordinate guide.

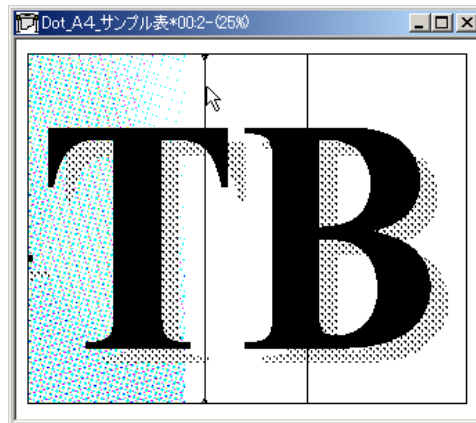
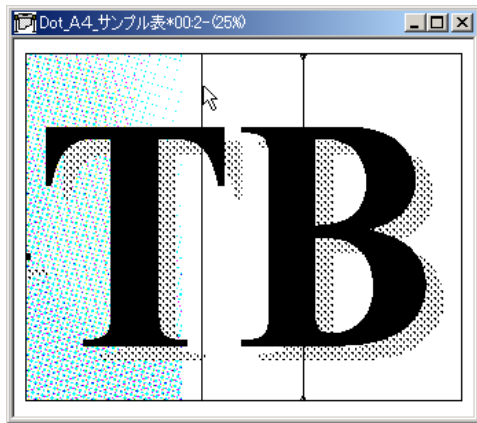
You can specify guide color in the 'Menu setting' dialog of the grid.

If you click the image, a new guide will be made.



If you click an existed guide, this guide will be selected.

The 2 side of a selected guide will be marked with triangle marks.



You
can
mov
e the
selec
ted
guid
with

arrow keys.

In guide specifying, you can use [Return to the origin] and [Delete all] in the editing menu.

[Return to the origin]

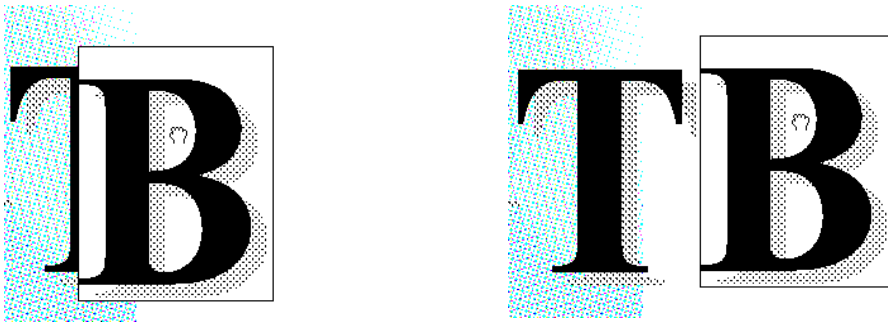
- 1) To delete the selected guide.
- 2) To delete the present coordinate that is specified by 2-point clicking.

[Delete all]

* To delete all guide

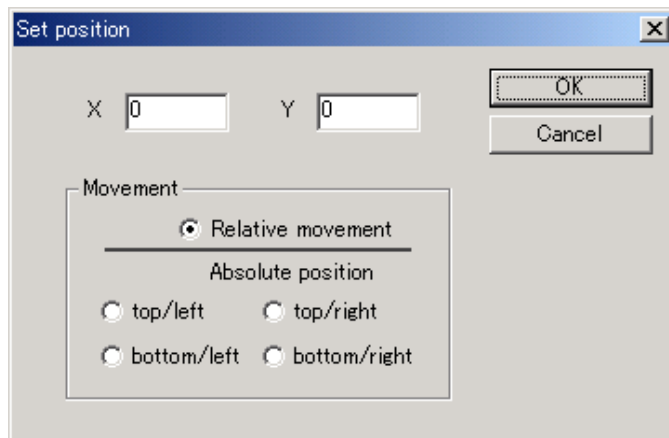
7-24. Moving a layer

To move a layer that selects layer palettes by dragging.



As an auxiliary, you can move it with the arrow keys.

If you double-click the inside of the area, you can move it with number(mm) input dialog.



7-25. Indication movement (Free scroll)

To move the indication area by dragging.

You can also use Alt + dragging to move the indication (Free scroll).

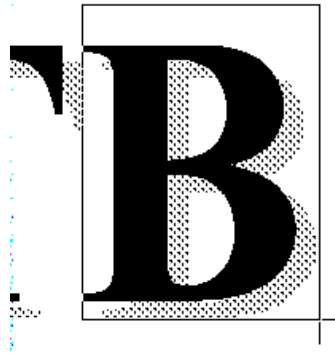
7-26. Rectangular area selection

To select a rectangular area for cutting, copying and painting.

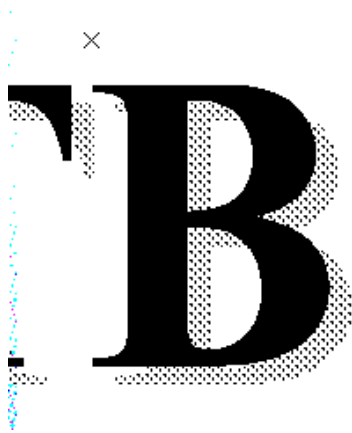
For the methods to specify rectangular, there are 2 methods, [Dragging specifying] & [2-point clicking specifying]



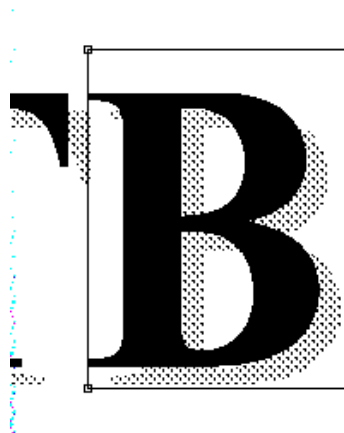
Begin dragging



Finish dragging



1st point clicking



2nd point clicking

You can move anchor point (curve point) by dragging.

You can enlarge the area with arrow key.

You can reduce the area with Shift + arrow key.

In rectangular specifying, you can use [Return to the origin] and [Delete all] in the editing menu.

[Return to the origin]

1) If the area is opened, the present coordinate will be deleted.

2) If the area is closed, the present area will be deleted.

[Delete all]

* To delete all areas including polygon areas.

7-27. Polygon Area Selection

To select a polygon area for cutting, copying and painting.

To click the images in order and finally close the area.

There are 2 ways to close an area.

1) To click near the starting point.

2) Double-click.

You can move anchor point (curve point) by dragging.

If you double-click an anchor point (curve point), you will copy the point.

In polygon specifying, you can use [Return to the origin] and [Delete all] in the editing menu.

[Return to the origin]

1) If the area is opened, the present coordinate will be deleted.

2) If the area is closed, the present area will be deleted.

[Delete all]

* To delete all areas including rectangular areas.

7-28. Making a mark revision area

To make a rectangular are for mark revision.

To specify a rectangular, there are 2 ways, [Dragging specifying] & [2-point-clicking specifying].

If you click an existed area, this area will be selected.

In rectangular specifying, you can use [Return to the origin] & [Delete all] in the editing menu.

[Return to the origin]

1) In dragging specifying, the selected area will be deleted.

2) In 2-point-clicking specifying, the present coordinate will be deleted.

[Delete all]

* All areas will be deleted.

Chapter 4

Tutorial

- Before starting tutorial
- Step 1. Editing one palette
- Step 2. Editing multiple palettes at the same time

1. Before starting the tutorial

In tutorial, we learn the operation method of Strip Editor to use a prepared sample image to carry out the operations.

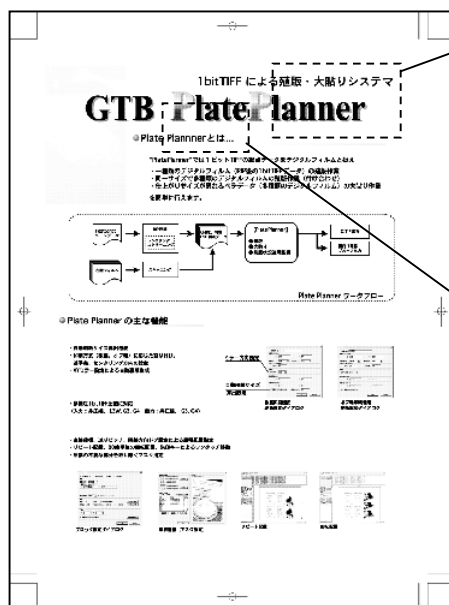
Sample images are the images that are copied to folder [Strip Editor¥ Sample] by setup program.

Before starting the tutorial, we recommend to read [Chapter 2, Strip Editor's Overview]

2. Step 1. Editing one palette

In Step 1, we will use an example of editing words at one palette to show you the basic operation of Strip Editor.

In Step 1, we use an image named [A4_SampleListK00.tif] in the folder [Strip Editor¥ Sample¥ Step1] to carry out editing of the following 2 points.



Editing 1

To Change the [マ] in [・・・大貼りシステム] to [ム].



Editing 2

To delete 1 letter [n] in [・・・Planner とは...] and continue with the text that follows it.

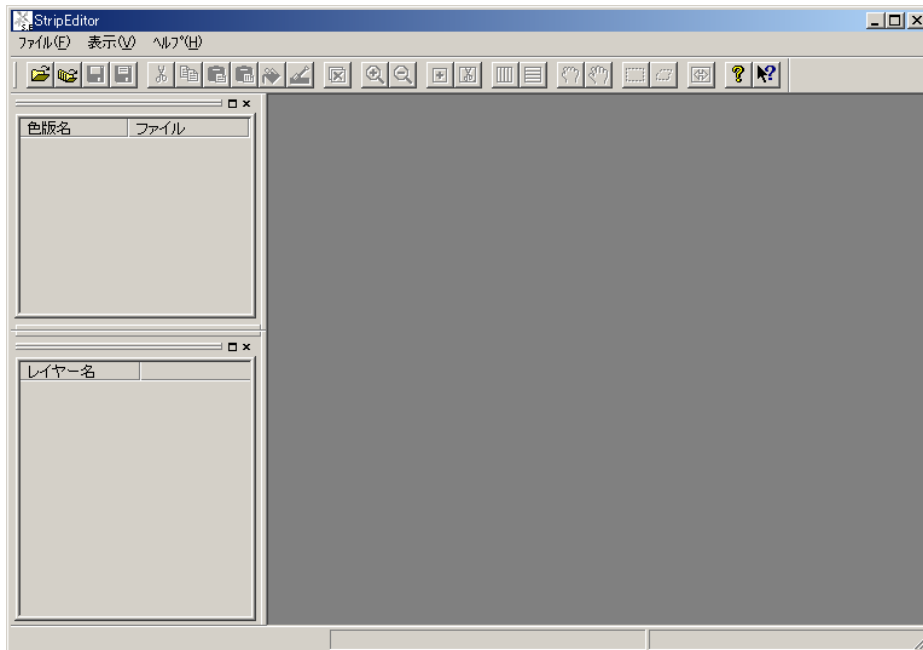


2-1. Launching Strip Editor & Opening A File To Edit

First of all, launch Strip Editor and open the file that you want to edit.

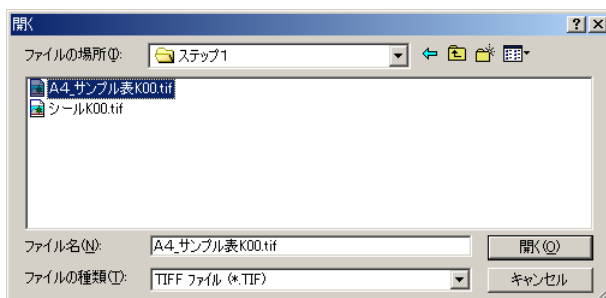
1) Select the Windows Start Menu at the right lower side of the screen: program\ StripEditorV1\ StripEditorV1 and launch the program. (You can also launch the program by double-clicking the [StripEditor.exe] icon at [Strip Editor] folder.)

The basic screen will be shown.



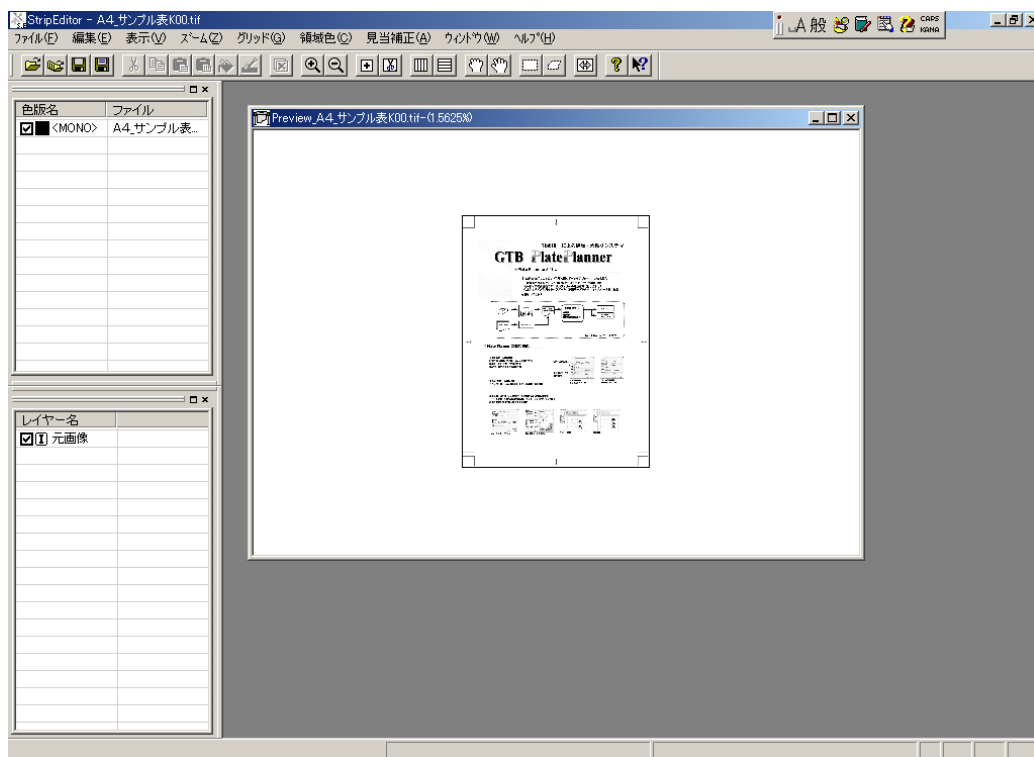
2) Select [File]-[Open] from the menu.

The [Open] dialog will be opened.



3) Select [Sample\ Step1\ A4_SampleListK00.tif] and click the [Open] button.

Preview window will be opened and the content of the specified image will be shown in preview.



□ About Preview Window & Halftone Window

In Strip Editor, 2 kinds of windows are available to show and edit an opened image.

□ Preview window

In a preview window, halftone data is processed with descreening and changed to a 72-DPI gradation image that is to show a preview image. A preview image is automatically generated from a specified 1-bit TIFF file when [Open] command is executed.

□ Halftone window

In a halftone window, a specified rectangular area of a halftone image is shown in the preview window with [Halftone Indication Tool].

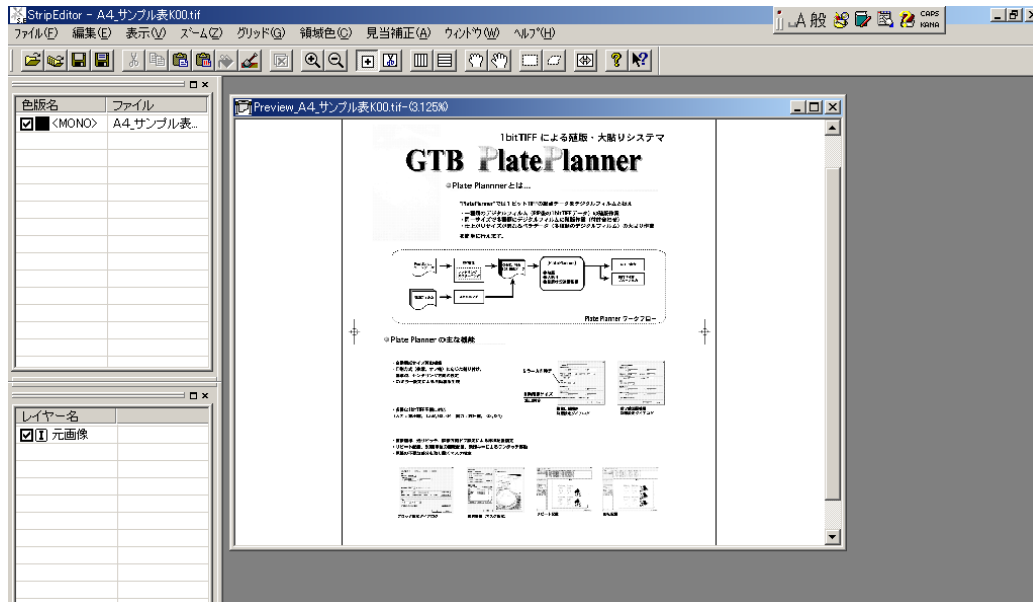
Strip Editor's editing function can be executed in either preview window or halftone window. Soon after the image is opened, only the preview window will be shown. If you want to edit the details of an image or to confirm the halftone status, you can open halftone window if it is necessary.

2-2. Opening halftone window and confirm editing points

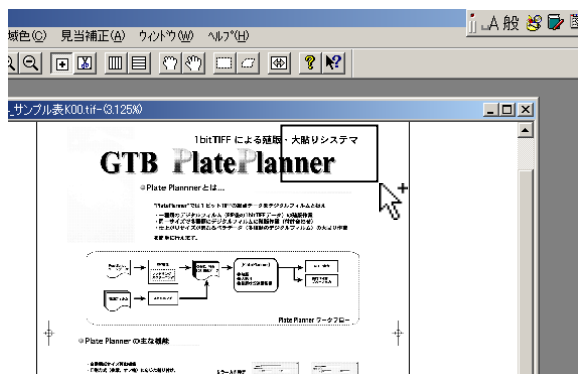
To open a halftone window and confirm the editing point in editing operation 1.

1) Clicking [Zoom In] tool

To enlarge the indication content of the preview window.



2) To click the [Halftone Indication Tool] to select and drag the rectangular area including the editing point to the preview window with the mouse.



Halftone window will be shown.



☐ Show zooming with key operation

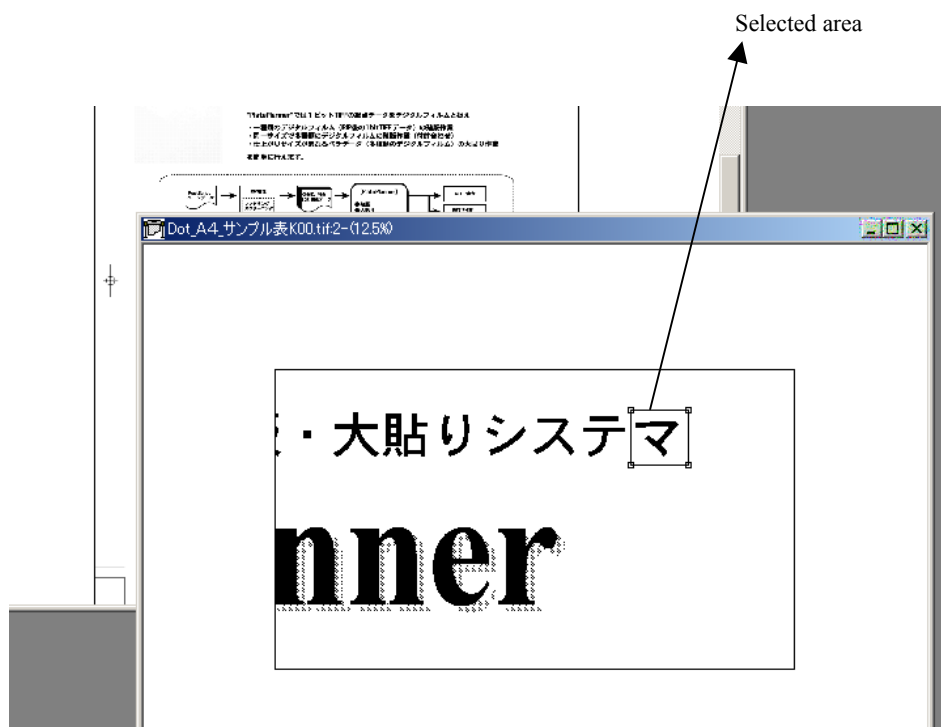
If you press the [Shift] key and click a random position of the indicated image, this part will be magnified to show in the center. Besides, if you press [Ctrl] key and click, it will be magnified to show.

2-3. Deleting a misprinted letter in the original image

In editing operation 1, first of all, we cut the letter [マ].

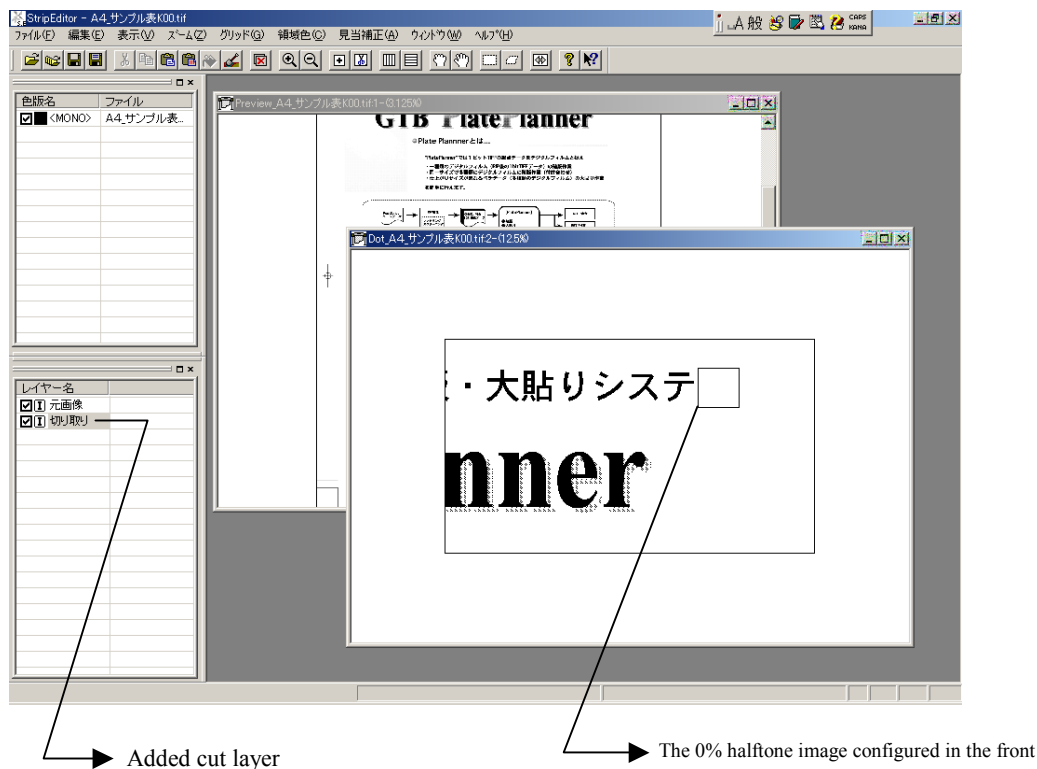
1) Click the [Rectangular Area Selection] tool to select and drag it to surround the letter [マ] in the halftone window.

The frame of a selected rectangular area will be shown.



2) Select [Edit]-[Cut] from the menu.

To erase the halftone part that equals to the selected area, a white image (0% halftone) is made and configured in the front. Besides, a [Cut Layer] to show the configured image is added to the layer palette.



□ About the image's layer

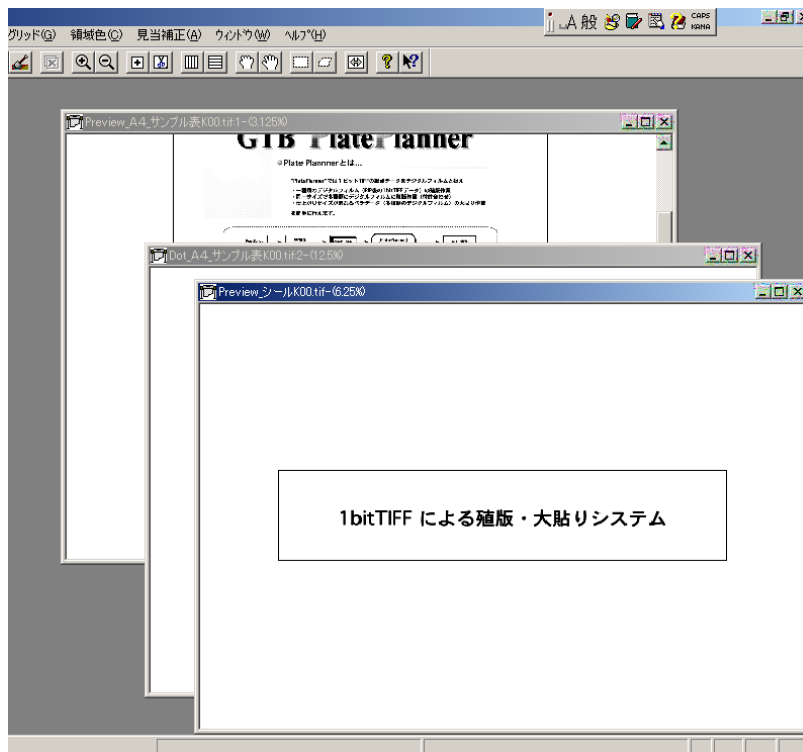
In all the editing functions of Strip Editor, the image is not changed during operation. A new image that corresponds to the function will be generated as a new layer in the front. For example, for [Cut tool], a white (0% halftone) image the same area as the selected area is generated and configured in the front of the original image. Similarly, in [Fill tool], a black (100% halftone) image the same area as the selected area is generated and configured in the front of the original image. In the window, a image is shown by composing from the generated layers, and therefore, it seems that the image itself is changed. The image of layers generated with all kinds of functions are composed when the image is saved.

2-4. Transplanting letters from other image files

Then, we transplant a letter [ム] in the cut part from other image files.

1) Select [File]-[Open] from the menu and select [Sample\ Step1\ SealK100.tif] from the [Open dialog] that is shown and click the [Open] button.

Content of the specified image will be shown in a new preview window.

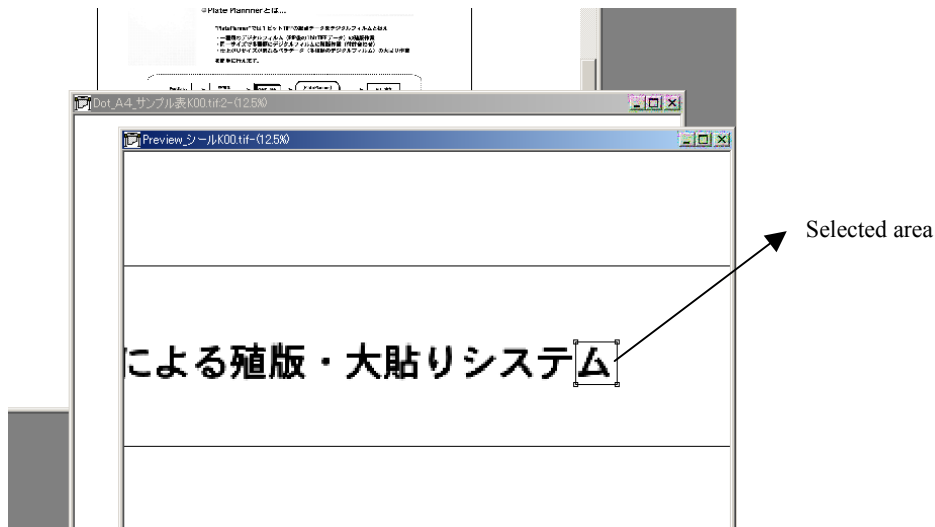


2) In the preview window of the newly opened file (Seal), press the [ム] part of [大貼りシステム] with [Shift] key and click.

Preview window's content will be enlarged & shown.

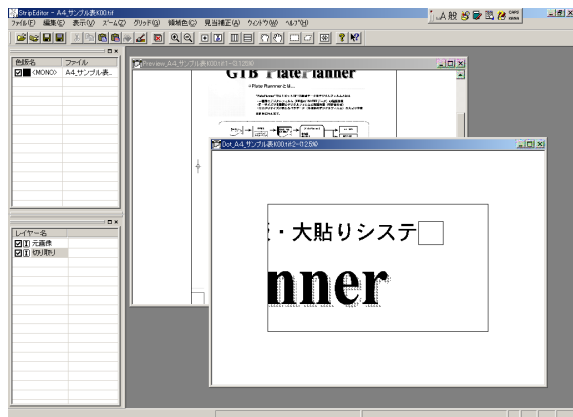
3) Click the [Rectangular area selection] tool to select and drag to surround the letter [㊦].

Selected rectangular area's frame will be shown.



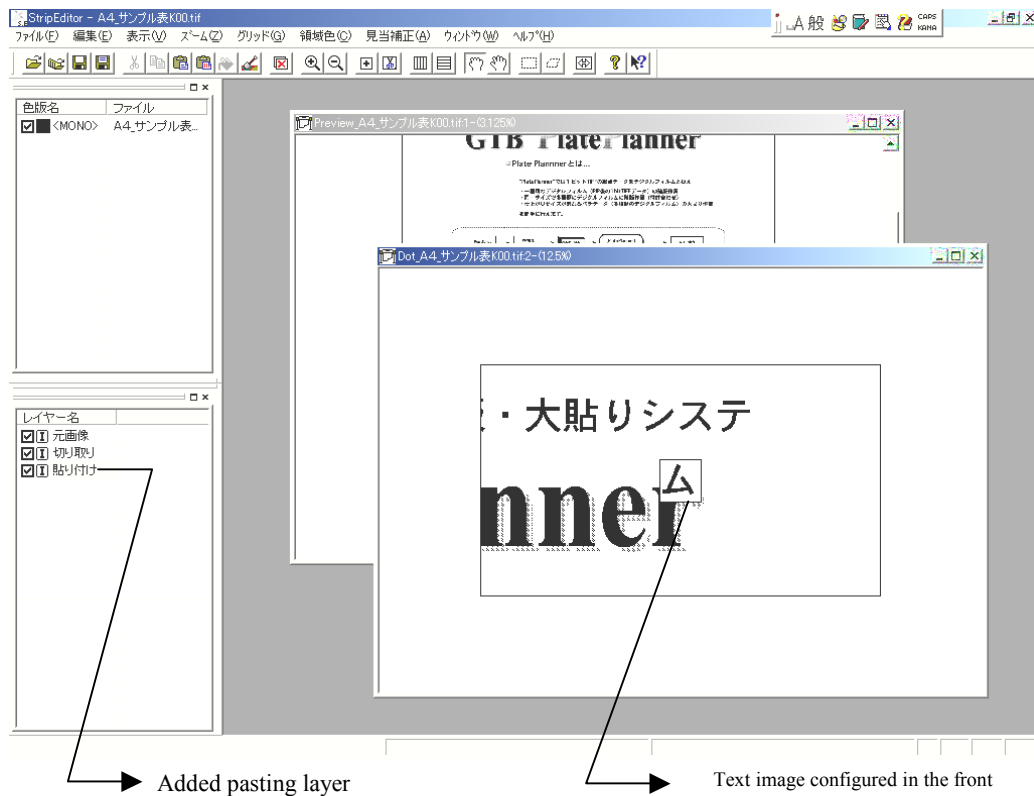
4) After selecting [Edit]-[Copy] from the menu, click the [×] icon on the upper right of the (Seal) preview window and close the window.

Halftone window of the revised file will be shown in the front again.



5) Select [Edit]-[Paste] from the menu.

In the above operation, the copied letter [△] is configured in the front and shown in the center of the halftone window.



Soon after executing the command [Paste], [Move] tool will be selected automatically.

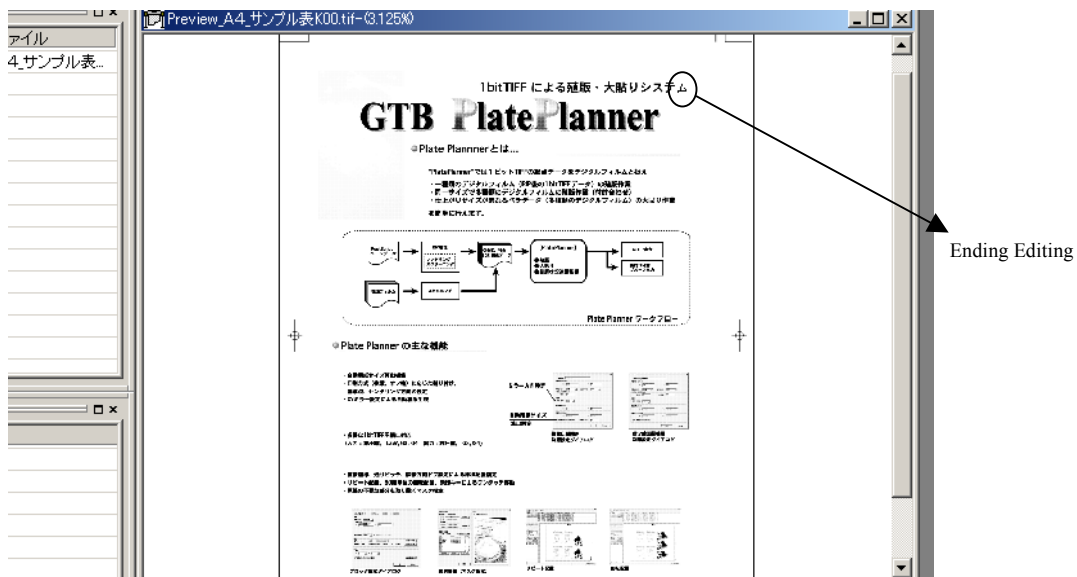
6) When [Move] tool is selected, drag the mouse to move the letter [△] to a suitable position.

After movement, it will come to the following.



7) Click the [×] icon on the upper right of the halftone window and close the window.

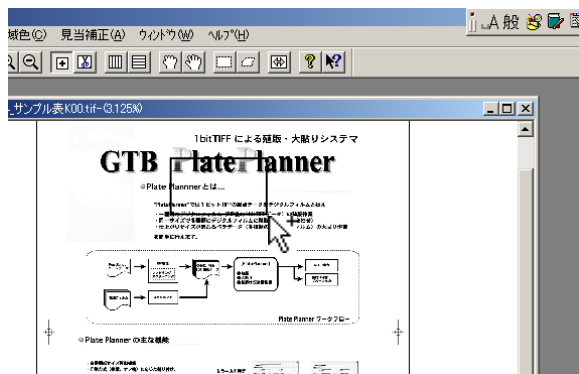
With this operation, Editing Operation 1 is finished. You can also confirm the operation result with preview window.



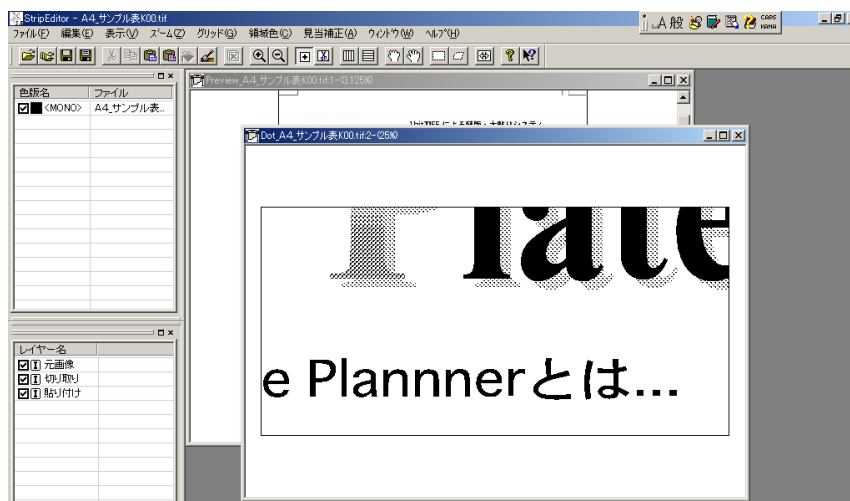
2-5. Deleting unnecessary letters and continue with the text that follows it.

In Editing Operation 2, we show you an operation example to delete unnecessary letters and at the same time, continue with the text that follows it. First of all, just as Editing Operation 1, open a halftone window.

1) Click the [Halftone Indication] tool to select, and drag the rectangular area including the editing points on the preview window with the mouse.



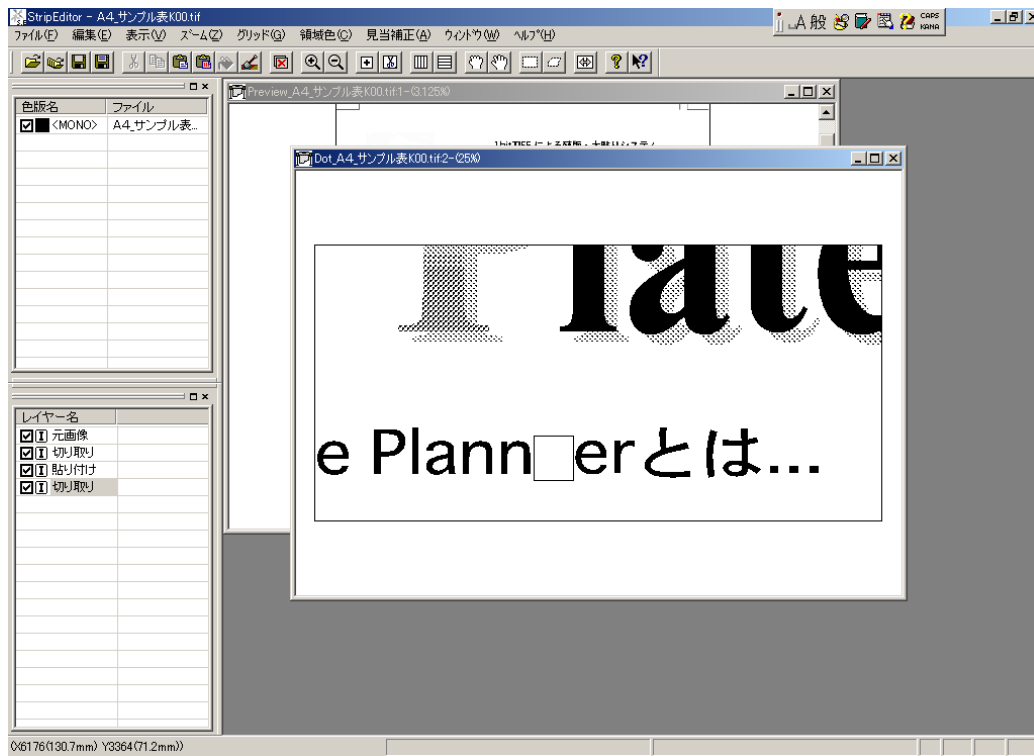
Halftone window will be shown.



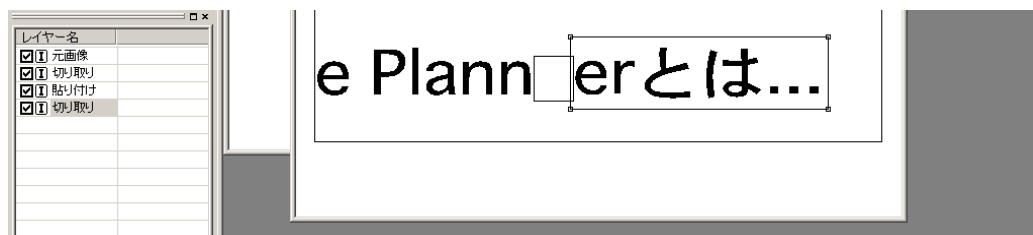
2) Click the [Rectangular area selection] tool to select and drag to surround the unnecessary letter [n] on the halftone window.

3) Select [Edit]-[Cut] from the menu.

To erase the halftone content of letter [n], make a white image [0% halftone] and configure it to the front.

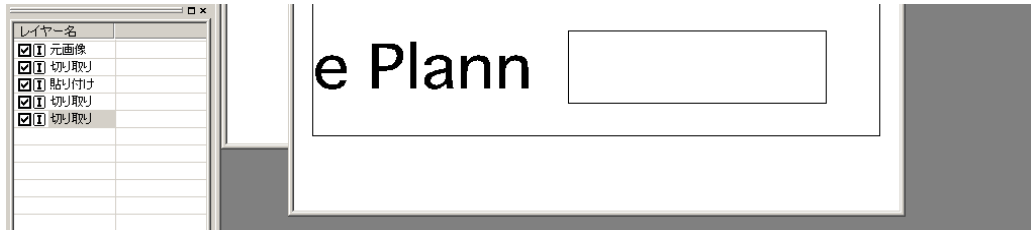


4) Click the [Rectangular area selection tool] to select and drag to surround the text that follows (the part 'er...') at the halftone window.



5) Select [Edit]-[Cut] from the menu.

To erase the letters [er とは...], a white image (0% halftone) is made and configured to the front.



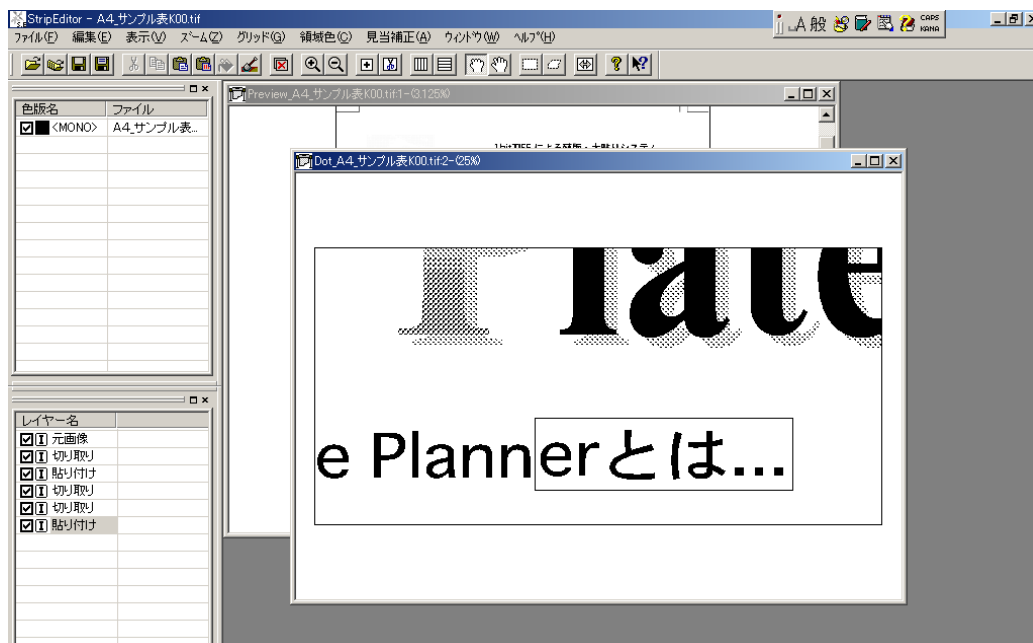
6) Select [Edit]-[Paste] from the menu.

Paste the image [er とは...] that is cut once again in the front.



7) When [Move] tool is selected, drag the text image of the pasted [er とは...] with the mouse and move it to a suitable position.

After moving, it will come to the following.



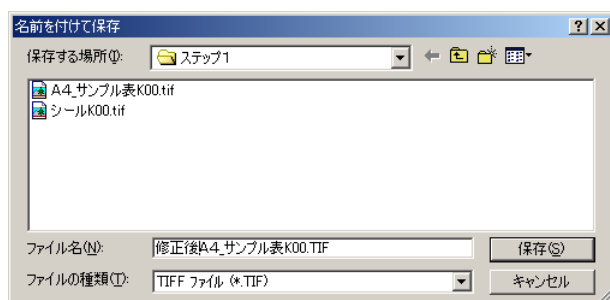
With this operation, Editing Operation 2 is finished.

2-6. Saving editing content

Finally, save the operation content until now.

1) Select [File]-[Save as...] from the menu.

[Save as ... dialog] will be shown.



2) Input [RevisedA4_SampleListK00.tif] and click the [Save] button.

[File type dialog] will be shown



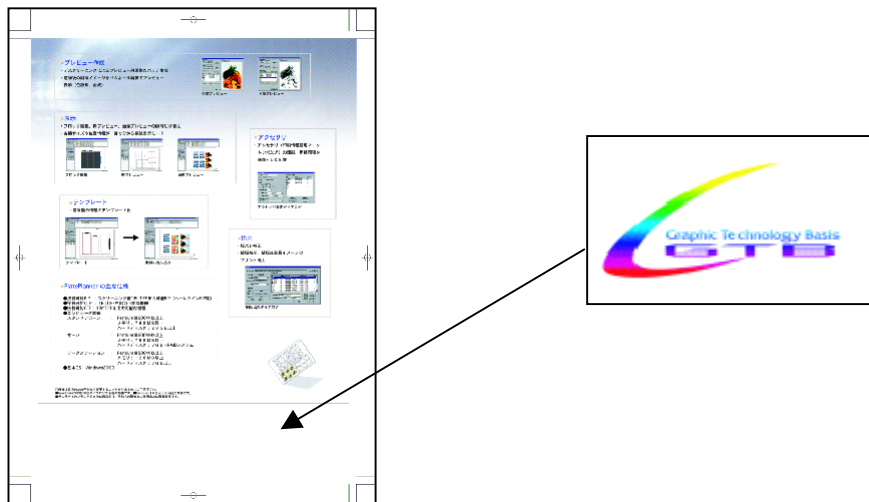
3) Select the compression format from the list and click the [OK] button.

This is the end of Step 1. you can either select [File]-[End application] from the menu to end the program or close the opened program and move forward to the next step.

3. Step 2: Editing multiple palettes simultaneously

In Step 2, we use an example to transplant a color logo to show you the operation of editing multiple palettes at the same time.

In Step 2, we are to transplant color logos that is available in the image files of the 4 palettes of CMYK named [A4_SampleInnerK00.tif], [A4_SampleInnerC00.tif], [A4_SampleInnerM00.tif], [A4_SampleInnerY00.tif] in the folder [Strip Editor¥ Sample¥ Step2].

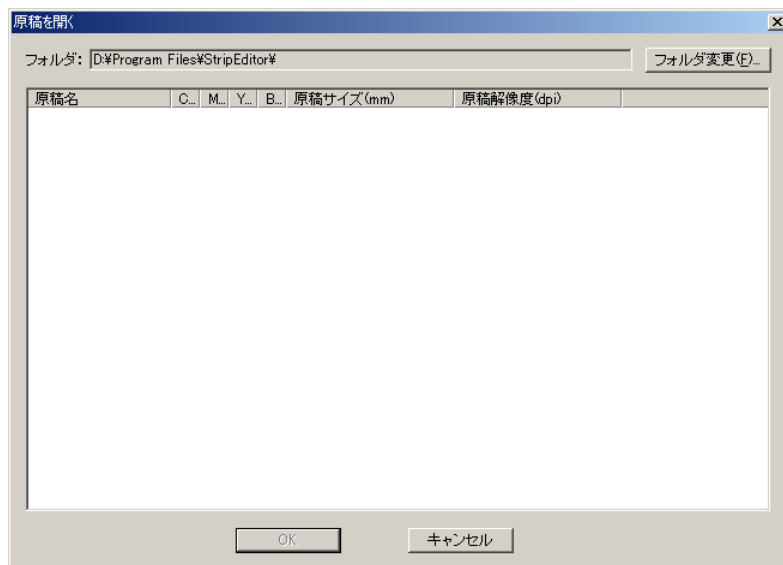


3-1. Opening an image file with multiple palettes

First of all, we open the existed image file together with the 4 palettes of CMYK.

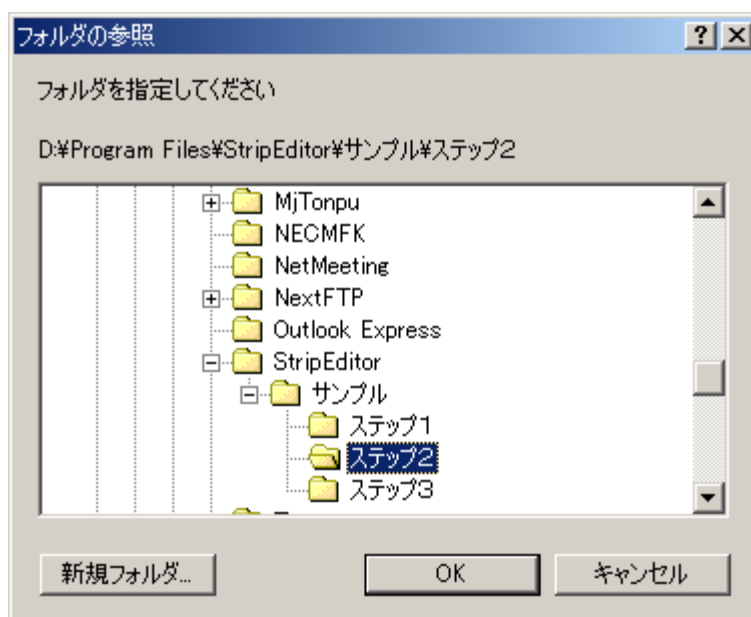
1) Select [File]-[Open multiple palettes] from the menu.

[Open a draft] dialog will be shown.



2) Click [Folder Change] button.

[Folder Reference] dialog will be shown. Here you can specify the folder with image files with multiple palettes.



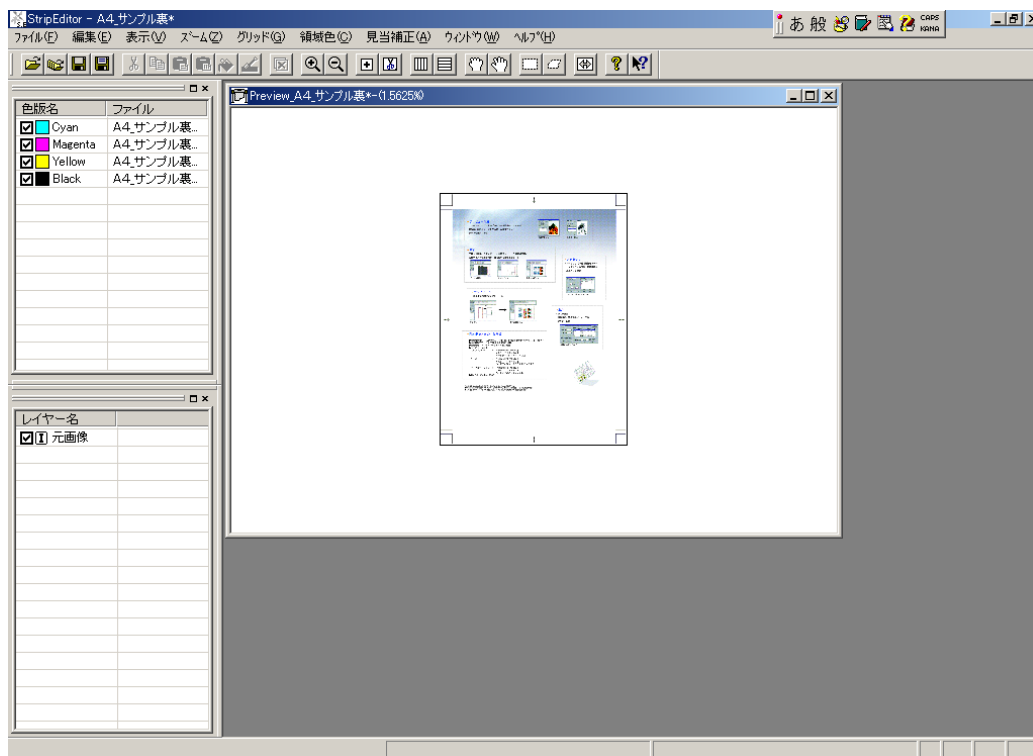
3) Select the folder [Sample\ Step2] and click the [OK] button.

Return to [Open a draft dialog], image files in the folder will be shown in the list.



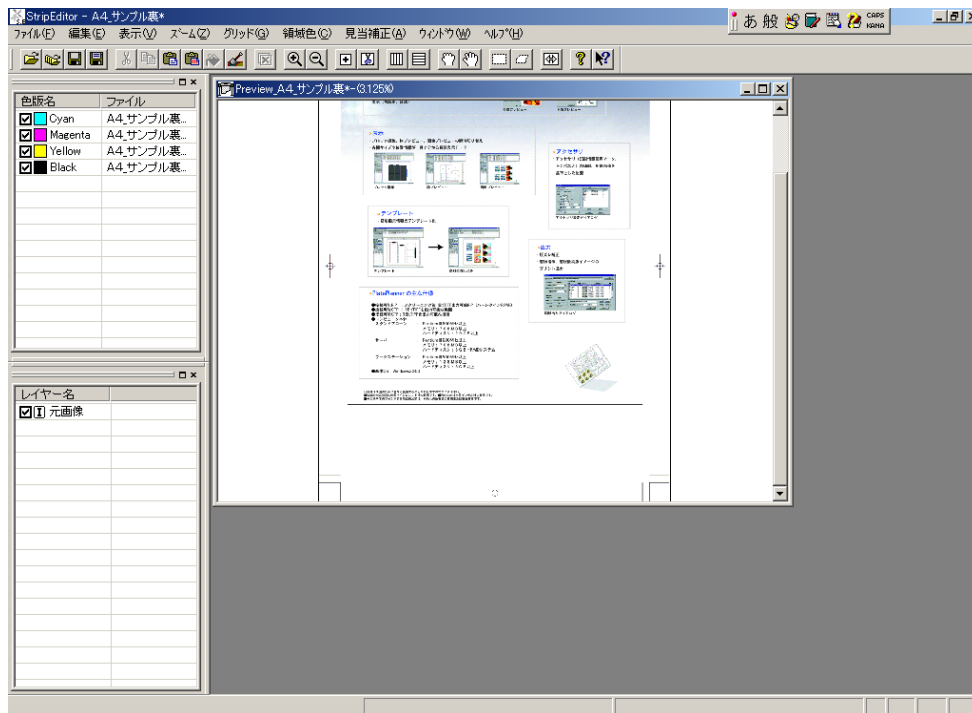
4) Select [A4_SampleInner*] and click the [OK] button.

Preview window will be opened and the contents of the 4 palettes of CMYK will be shown in the preview window.



5) Press [Shift] key and click the part that is to transplant the logo.

Content of the preview window will be magnified and shown.



3-2. Transplanting color logo from other image files

Copy the color logo that you want to transplant from an existed image file and paste it to the original file.

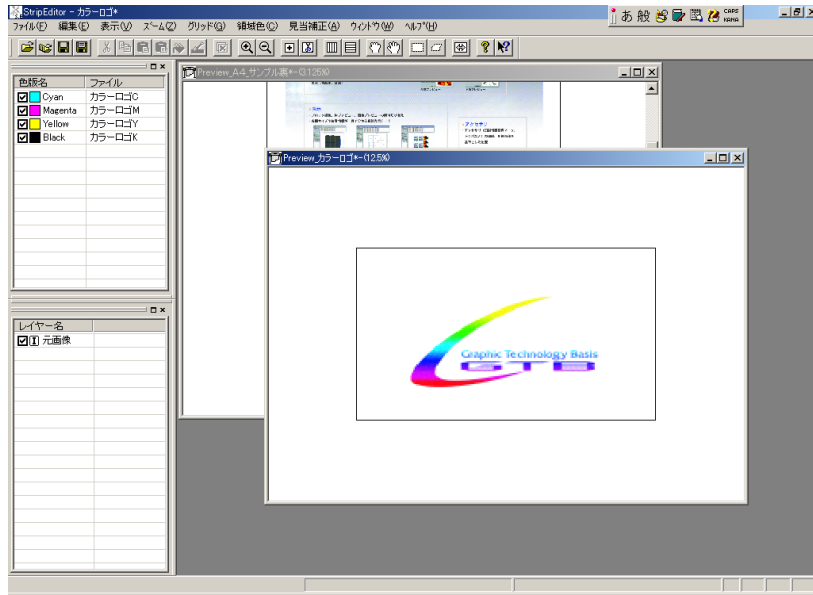
1) Select [File]-[Open multiple palettes] from the menu.

[Open a draft] dialog will be shown.



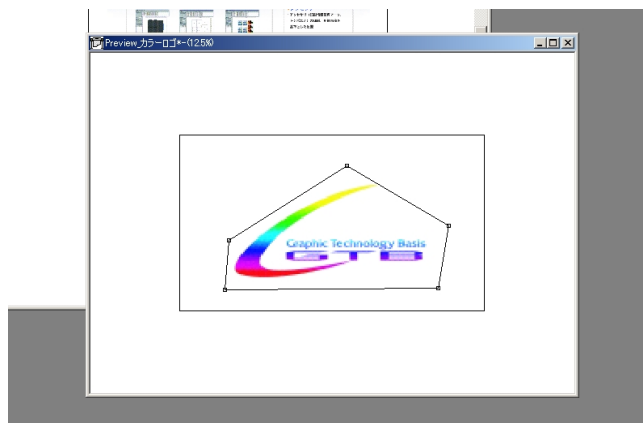
2) Select [カラーロゴ*] and click the [OK] button.

Preview window of the color logo will be shown.



3) Click the [Polygon Area Selection Tool] to select and draw a polygon to surround the color logo with mouse clicking. (Click the points that will be the vertexes of a polygon in order and finally click the 1st point to close the drawing)

The frame of the selected polygon area will be shown.

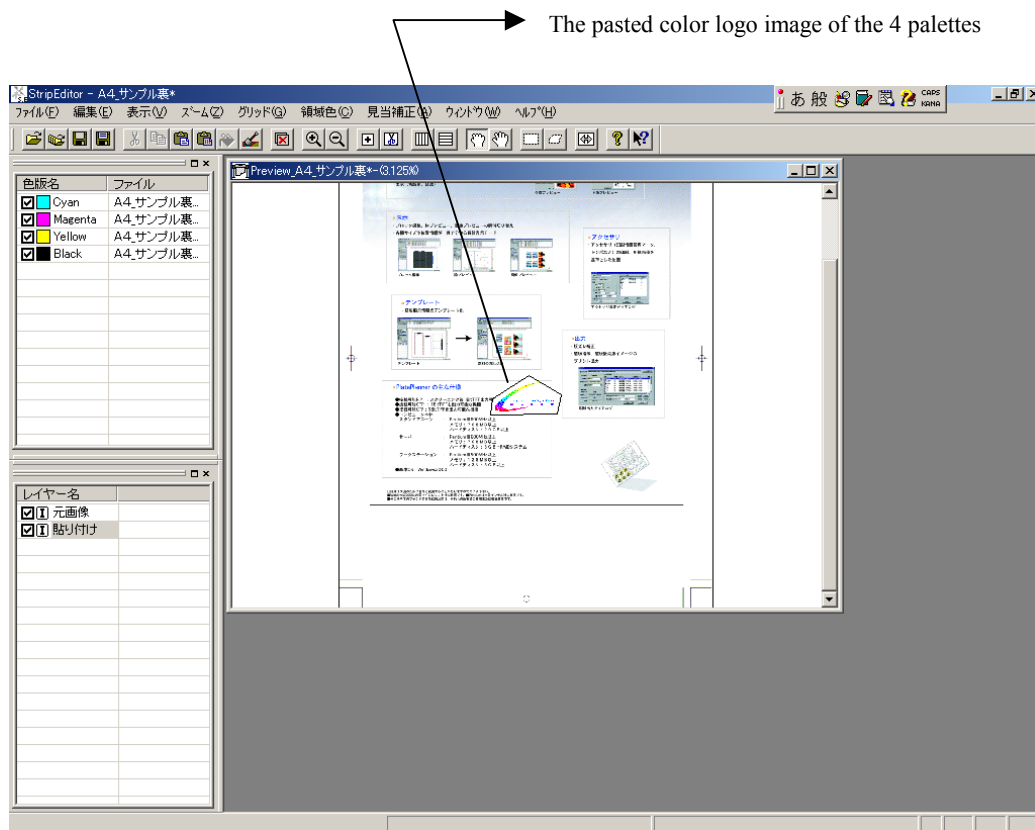


4) Select [Edit]-[Copy] from the menu and click the [×] icon at the upper right side of the color logo's window.

Once again, preview window of the original image is shown in the front.

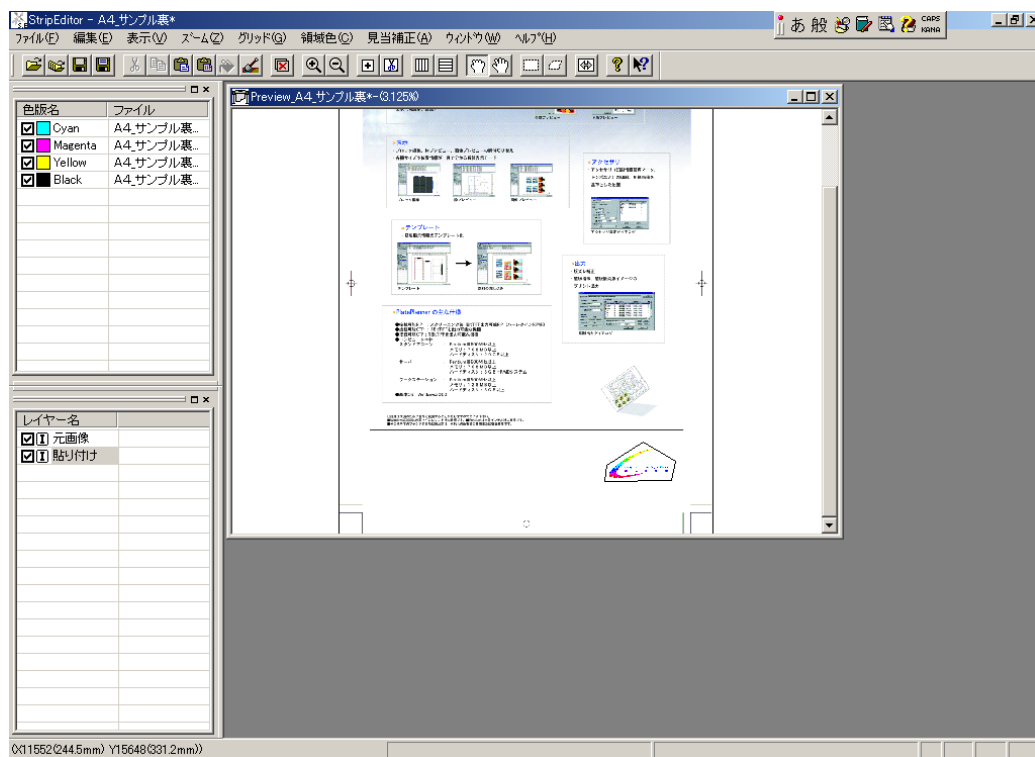
5) Select [Edit]-[Paste] from the menu.

Image of the copied color logo will be configure to the fronts and shown in the center of the preview window.



6) When [Move] tool is selected, drag the color logo image with the mouse and move it to a suitable position.

After moving, it will come to the following.



This is the end of Step 2. Save the operation content as is operated in Step 1 and close the opened window.